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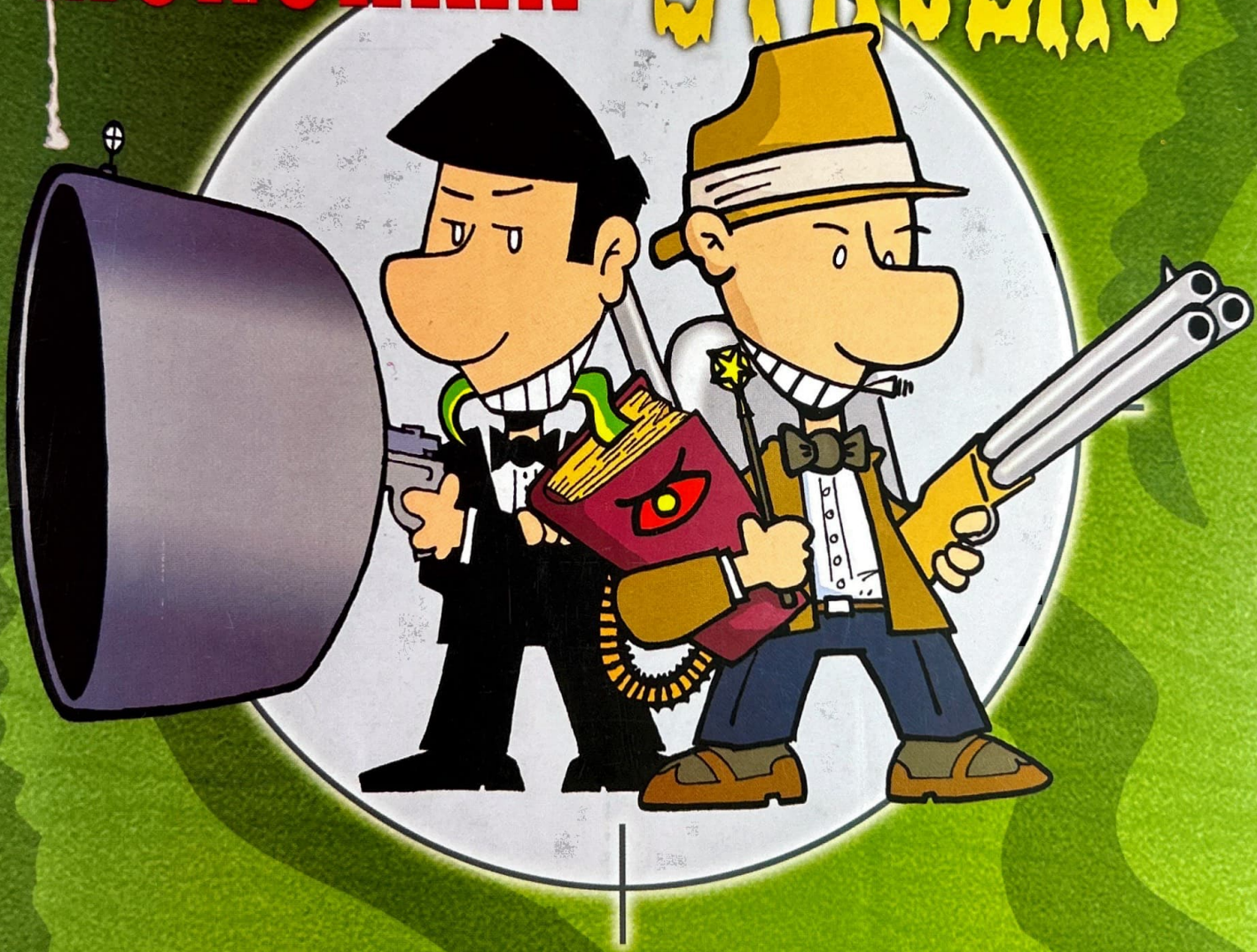

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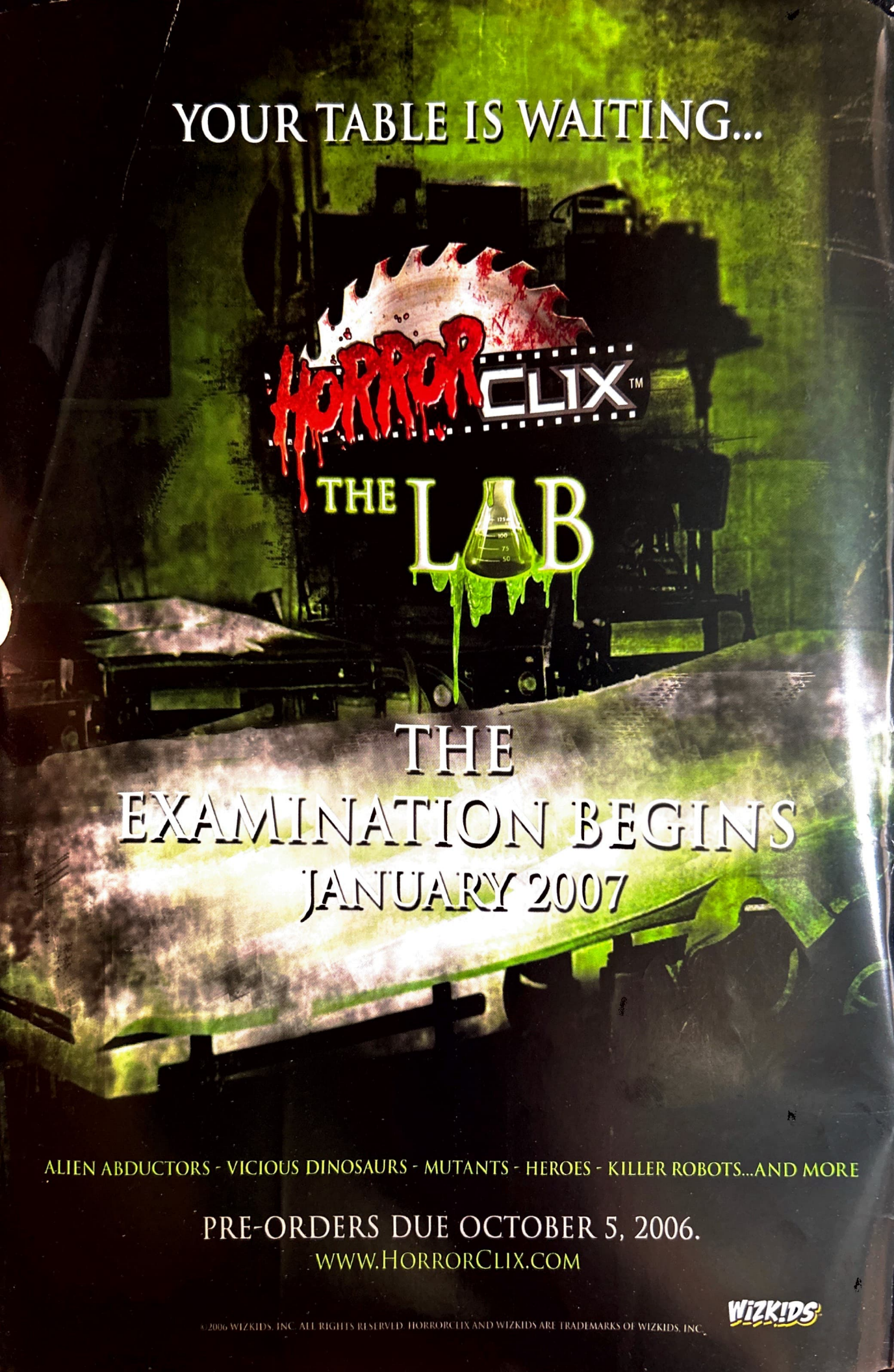

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COVER STORY

Munchkin Double Feature

By Paul Chapman

Double Trouble! Steve Jackson Games serves up a double-dose of *Munchkin* madness with *Munchkin Impossible* and *Munchkin Cthulhu*! 07

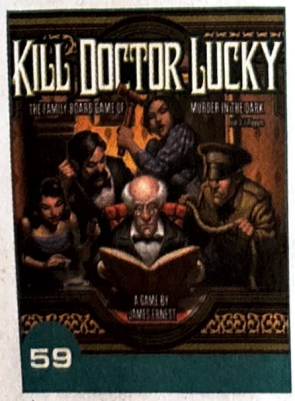

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Table of CONTENTS

FEATURES

World of Warcraft TCG
Six Million Players! One Epic World! The popular Massively Multiplayer Online Role-Playing Game (MMORPG) transitions to the card gaming arena with Upper Deck's *World of Warcraft* TCG!
by Jason Grabher-Meyer
18

Warhammer 40,000 Roleplay: Dark Heresy
Chaos Reigns! Enter the grim darkness of the far-future as agents of the Imperial Inquisition battling the corrupt agents of Chaos in *Dark Heresy*!
by Mike Ball
52

PREVIEWS

SNK joins the UFS
Fight Club! Characters from *The King of Fighters 2006* and *Samurai Shodown V* enter the *Universal Fighting System* arena!
by Sabertooth Games
12

Mage the Awakening: Tome of the Mysteries
En garde! The art of the duel in Mage society is explored in this chapter excerpted from *Tome of the Mysteries*.
by White Wolf Publishing
14

Long Live the (New) King!
Ascending the Throne! Guide your path to royal succession in Mayfair Games' *King Me!*
by Coleman Charlton
21

Kill Doctor Lucky
Murderous Intent! Make a killing with Titanic Games' stylish update to Cheapass Games' classic, *Kill Doctor Lucky*!
by Joshua J. Frost
59

Universal Fighting System: Battle Pack
Bitter Rivals! *Soulcaliber*'s franchise fighters, Siegfried and Sophitia, clash in the first in a series of 2-player battle packs for the UFS!
by Sabertooth Games
62

GIVEAWAY

64 WizKids: A Complete Set of *HorrorClix*!

REVIEWS

***Gothica: Dracula's Revenge* from Green Ronin**
reviewed by Marc Shayed
56

ORIGINAL FICTION

The Tree of Swords Chapter 2: Murder, Thievery and Clever Excuses
Castlemourn Fiction by Ed Greenwood
09

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45 ANIME

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Munchkins. For many of us, our first encounter with these whimsical, diminutive beings was no doubt experienced during Dorothy Gale's jovial jaunt down the Yellow Brick Road in the 1939 MGM classic, *Wizard of Oz*. It was during this surreal trip with Frank L. Baum that our notion of "size does matter" was no longer delegated to the "Super-Size" variety, and we came to better appreciate the endearing qualities of those who see the world with a less heightened perspective. But, as time marched on, these once adorable scamps devolved into something decidedly... *twisted*. From the pint-sized, toothsome Zuni fetish doll in the 1975 chiller *Trilogy of Terror* to Joe Dante's mischievous *Gremlins* and the miniscule Evil Ash's from Sam Raimi's *Army of Darkness*, Munchkin became something you'd just as soon bludgeon senseless with a wrench than lovingly embrace.

And then there's Steve Jackson Games' *Munchkins*. These rascally, lil' deviants have been spreading their own brand of mischief within the gaming community, and now they've found their way into the pages of *GTM* beginning with our cover story delving into a double-dose of *Munchkin* madness with *Munchkin Impossible* and *Munchkin Cthulhu*. Plus, their presence alone has stirred a bit of zaniness into our articles, among them being Titanic Games' *Kill Doctor Lucky* and Mayfair Games' *King Me!* Be advised! We've managed to keep the Munchkin shenanigans in check... but, for how long, we're uncertain. So, check out our other articles focusing on Sabertooth Games' *Warhammer 40,000 Roleplay: Dark Heresy* and *Universal Fighting System*, Upper Deck's *World of Warcraft* TCG, and White Wolf's *Tome of the Mysteries*, post-haste, lest they, too, fall prey to the Munchkin's capricious influence!

Hurry! Read quickly... I hear them snickering now...!

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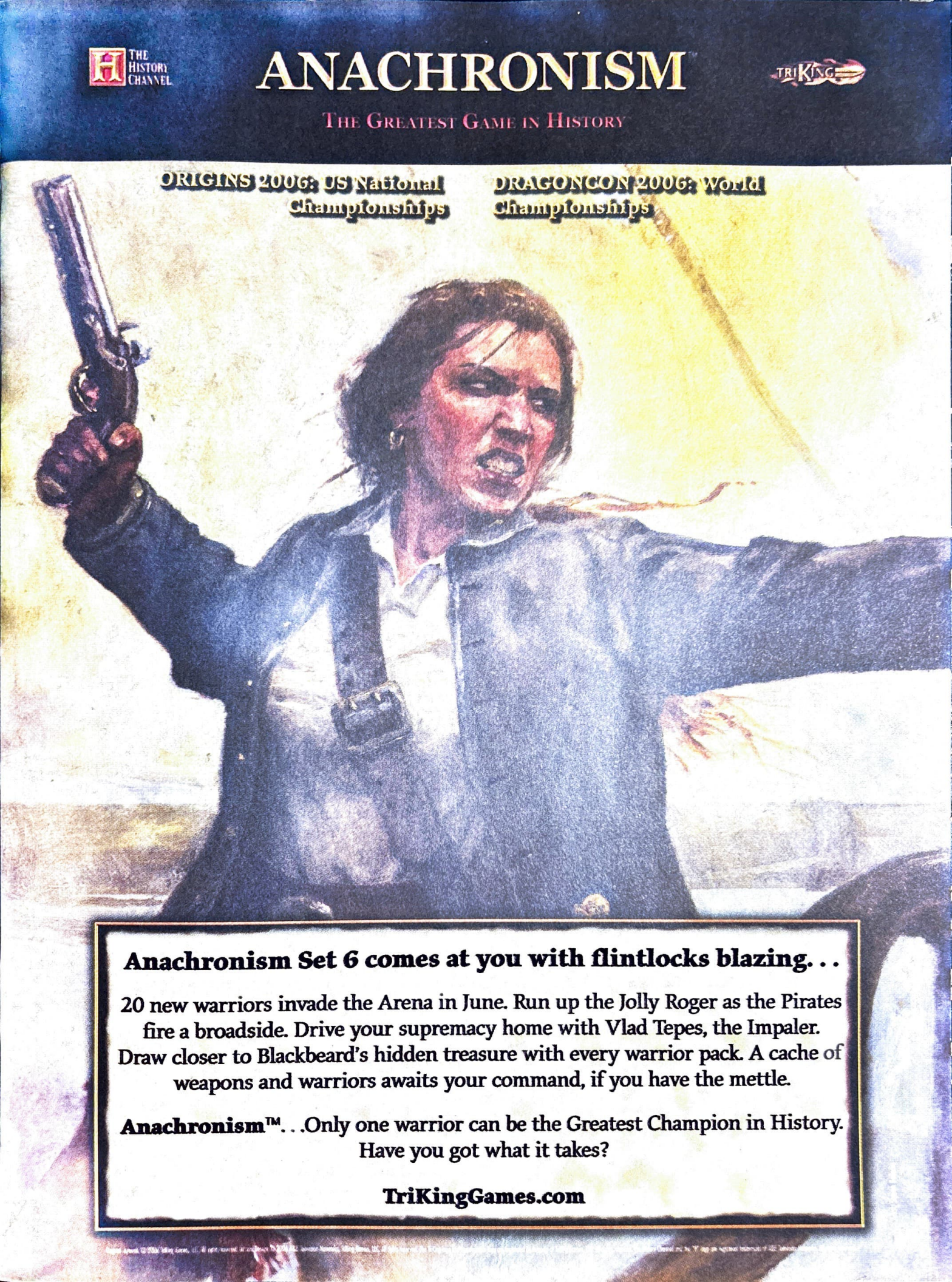
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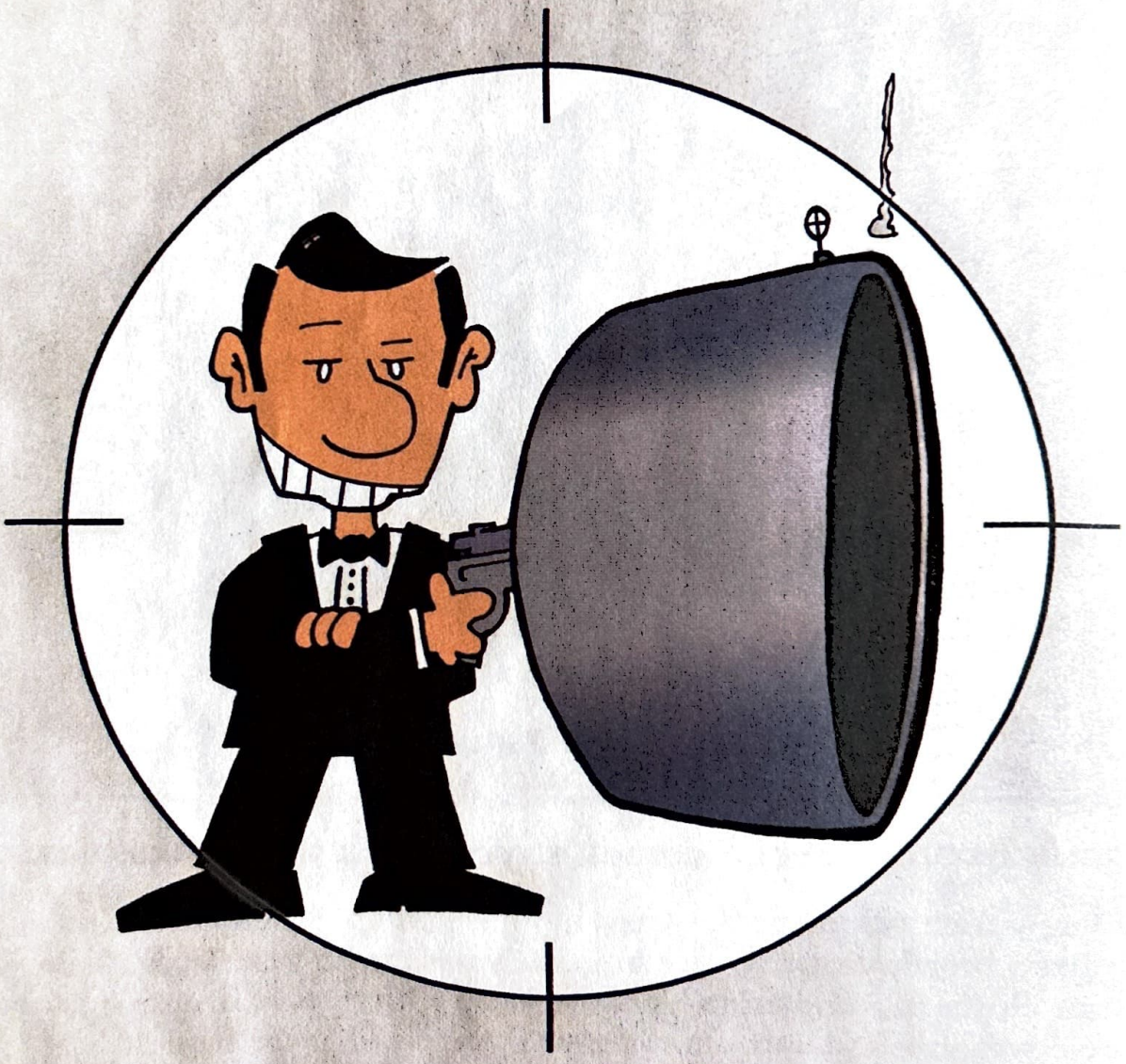

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COMING SOON

COVER STORY

By Paul Chapman

MUNCHKIN DOUBLE FEATURE

Steve Jackson Games presents two new *Munchkin* blockbusters, headed toward your local game store for this holiday season! Brought to you by Steve Jackson and John Kovalic, the creative duo who are responsible for most of the *Munchkin* madness, both games are completely standalone, but can be combined with any *Munchkin* game. A word of caution: we aren't responsible for the brain-strain resulting from attempting tentacle-fu, or adding super-powers to your super-spy! (*Actually, that sounds pretty cool. —ed*)

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MUNCHKIN IMPOSSIBLE

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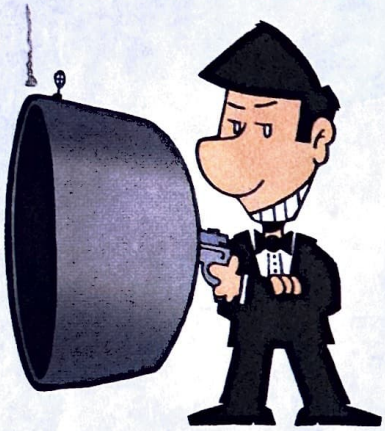
"The name is Bomb ... James Bomb"



Is Roger Moore the best secret agent ever? Are gadgets and gizmos the best part of any spy movie? Do you crave sneering evil-doers surrounded by uniformed henchmen? Then we've got a *Munchkin* game for you.

Any spy can use a Jet Backpack, but *Munchkin Impossible* gives you a Swimming Helicopter. Sure, attacking with a Throwing Hat is distinctive, but Shooty Hats are even more munchkinly. Chihuahua Guns, Disguise in a Can, Kevlar Bikini – all the sort of equipment *Munchkin Impossible* agents are issued every day.

As an Assassin, a Playboy, or a Tourist, you'll be facing off against dastardly desperadoes such as The Mole and El Presidente Magnifico. Fight them alone or bring out the Hirelings, like the loyal (but shedding) Agent K9. But the scoundrels can get assistance too. Beware the blackguard who uses both a Stolen Nuclear Weapon *and* His Midget Clone!

Munchkin Impossible – declassified this fall.

MUNCHKIN CTHULHU

MUNCHKIN CTHULHU

SJG 1447 .....$24.95 | Available December 2006!

With strange aeons, even Cthulhu can die – at the hands of a munchkin!

The Great Cthulhu is back, in *Munchkin Cthulhu*. Unsatisfied with his meager presence in *Star Munchkin*, he waited until the stars were right... and brought friends.

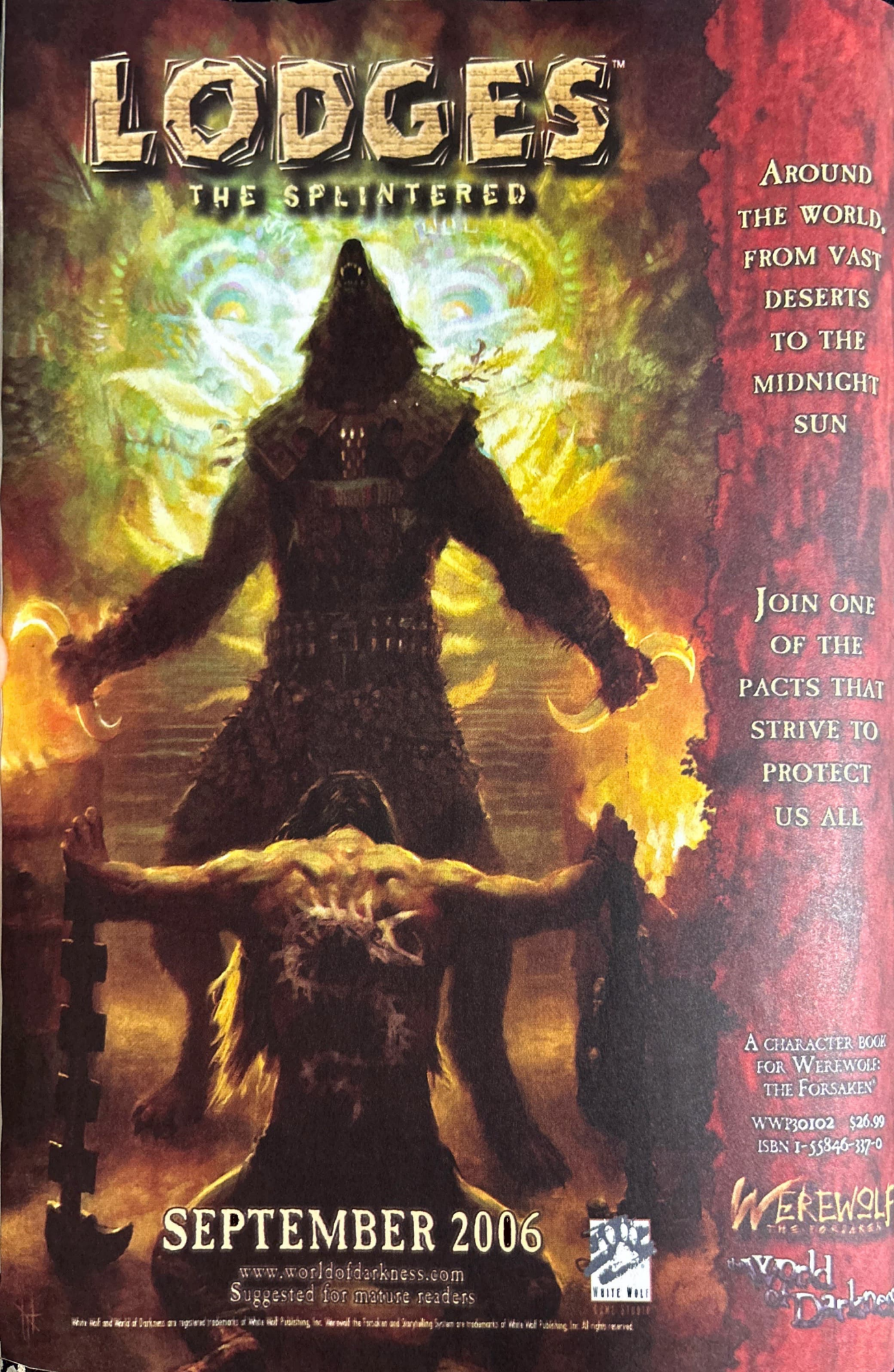
Grape Old Ones, Gnarlythotep, Elder Globs – they're all here, torturing reality with the mere existence of their puns. Battle them, as well as Shuggoths, the Shallow Ones, and many more, for treasure and levels.

But you won't survive the onslaught long without equipment. Protect yourself with the Slime-Proof Poncho or the Tweed Jacket. Upgrade from the Sushi Knife of Doom to the Triple-Barreled Shotgun, or perhaps the classic Flamethrower. Become a Professor, an Investigator, or a Monster Whacker to add extra abilities to your munchkinly repertoire. If your sanity suffers, become a Cultist ... and keep on fighting. Sure, you're insane, but you still need to win!

Munchkin Cthulhu – the stars are aligning this holiday season.

***

Paul Chapman works for Steve Jackson Games, where he does many, many things. He lives in the beautiful Hill Country of Texas, with his wife and dog.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ED GREENWOOD'S CASTLEMOURN FANTASY CAMPAIGN SETTING

THE TREE OF SWORDS

By Ed Greenwood

Widely acknowledged as the creator of TSR's Forgotten Realms, Ed Greenwood remains among the most revered visionaries in the fantasy and sci-fi community. A best-selling author with over thirty novels and modules under his literary belt, this multiple ORIGINS and Gamer's Choice award-winning creator currently plies his creative wizardry towards his epic fantasy setting of Castlemourn, published under the Margaret Weis Productions banner. Now, Ed Greenwood invites GTM readers to visit Castlemourn with this second chapter of a four-part chronicle entitled "The Tree of Swords."

PART THE SECOND: MURDER, THIEVERY, AND CLEVER EXCUSES

Kalisse stared at the dead man and wished she was somewhere else.

Somewhere far from here.

On her own deck, even in a slashing gale, rather than here—with stern Watchwar, who'd come thunder-booting into the Tree of Swords soon enough. They'd act grim and grand—and hurl outlander seacaptains into dungeons with swift glee, leaving guilt for later. Much later. About when they needed the cell for someone else and wanted her bones out of the wall-chains.

Here: Lyonar, Land of the Sevencrown Lord. The Golden Realm; ordered, wealthy, and law-abiding. A kingdom of shining-armored, galloping knights, rich and verdant—Norntree alone held more orchards than the rest of Castlemorn combined—where decadent, smiling dukes warred subtly with their king, rings glittering on their every finger that could buy the *Storm Bird* and all her crew twice over.

Norntree that right now was evidently so dangerous that anointed priests of Haelarr hired a lone freebooting she-captain to act in their stead, and—

But hold! Was she their only eyes and hands here? They could hire a dozen agents and not tell her, or tell any of the others about her or each other. Among all these angry creditors, more than one besides her could be coin-hunting for Goldpillars...

Aye, it's what *she* would have done. Hmm...

So why was Norntree so perilous just now? What was so menacing about apples and plums that—

Secrets of the Seven, yes! The Duke of Norntree!

Dead, somehow... a stray arrow while stag hunting? The tales had been so many and wild that she'd scarce paid attention.

Dead, nonetheless, leaving of his blood only his daughter Cimmaerele.

Aye: King Alsandyr VI of Lyonar reaching out from Stormgate to woo her, while his foes among the dukes sidled dark and sly to take her or bury poisoned swords in him or find some other gain in the so-sudden absence of Norntree's duke.

Gain such as, perhaps, unrest among the merchants of Tyrfalcon, a city half in Norntree and half in Larancel. Seize lordship over the Watchwar to quell such "rebellion" and all the city would be bowing to Duke Larancel whether they knew it or not. With the lives of any spies of the King measured in how swift they could flee.

It was too late to run without being branded "murderer." Too late, or she'd be sprinting back down the Rise to her ship right now instead of standing amid all these sweating, frightened men—plus a halfling and a golaunt—in a back workroom of a swords shop in Tyrfalcon.

Staring like all the others at a merchant who'd bluster no more, lying in a spreading crimson puddle with his beard drenched in blood and his eyes fixed wide and hard on nothing at all.

Beside her the golaunt Elraer was gazing down at his dead employer, and his growl was low and terrible.

"Well," Alvrar of Khalandorn muttered, "that's one less debt Dree will have to pay. I—"

A rising shriek rang down the passage behind them, a high and sobbing cry from the front shop room.

"Come *on!*" a Lyon coinfist snarled, whirling in a flurry of half-cloak and voluminous sleeves, a wicked dagger suddenly gleaming in his hand. He lurched between Kalisse and the halfling and led the rush back down the passage.

A brief, hard-breathing haste that ended in another sudden stillness.

The timid merchant was still in the shop room—lying sprawled on his back, staring forever at the ceiling. The rapier that had been thrust in under his ribs was still quivering.

"By the Seven!" the Lyon gasped, pointing. Two of the dangling wooden hands of the Tree were now empty.

The creditors crowding into the room watched those hands sway slightly. No one needed to hear any explanation of where the missing blades were.

"Get the Watch!" one man snapped—and everyone looked at the golaunt.

Elraer stared back, his drawn swords raised and ready, and snarled over them, "One of *you* go. I have a duty still. My master's body must be delivered to his kin." He thrust his way through the coinfists, men shrinking back under his glare, and stalked back down the passage.

The remaining creditors traded glances that were either frightened or trying not to look so and said nothing—until the Lyon shrugged and announced, "I'll go, though none of this is going to get any of us our coin any faster, I'm thinking." Sheathing his dagger with a flourish, he strode out the front door.

It was still banging shut behind him when he stiffened, made a strangling noise, and fell, one booted foot catching on the door-sill.

The creditors all rushed to him.

The Lyon was choking out his lifeblood on the shop steps, a bloody rapier thrust crosswise through his throat. Crouching over him, frightened merchants peered in all directions.

Up and down the street, curious Tyrfarren were staring in their direction, but no one was standing near—or fleeing, either.

Hah—no surprise, that, with alleyways down both sides of this shop. Kalisse wasted no more time staring out into Blackbanner Rise,

but spun around to look at the Tree of Swords.

In time to see another two wooden hands descending back into place, empty and swaying.

Two.

Descending from where they'd been drawn up into the ceiling, through holes, into some unseen upper room and relieved of the swords they held!

No magic; just a slayer using this shop like a great slaughterhouse-trap.

Kalisse blinked and found herself staring into the thoughtful gray eyes of the Halfling. He nodded, friendship in his look. He was humming, so quietly that it sounded little louder than a whisper. An unfamiliar tune.

"Come on!" Kalisse snapped at him, drawing her belt-knife—puny against a sword but better than trying to parry bare-handed. Her only other weapons were smaller knives down both boots and her ring with its sleep-poison fang. She hurried across the room.

The halfling fell into step beside her, sprouting a needle-dagger in one hand. From somewhere he produced a cheroot with the other, thrusting it unlit into his mouth with a jaunty flourish.

Kalisse grinned. All he needed was a large floppy hat, boots, a tan, and gold chains galore across his chest, and he'd look a proper half-high sailor.

Or no, that wasn't a cheroot in his teeth; it was a herbwand, to be chewed but never lit, and—

By then she was well on her way back down the passage, going cautiously, looking often up at the dark ceiling both before and behind her, checking the floorboards, too. It would take only a moment for a blade to slide out and gut her, and the unseen slayer—Dree, for a handful of gold—had a sword taken from the tree as yet unaccounted-for.

Yet.

The lamps were still bright in the workshop. Even before she reached its open doorway—peering hard down the rest of the dim passage, at several closed doors, behind some of which must be stairs up and down—she knew what she'd find.

She wasn't disappointed.

The golaunt was lying facedown beside his master, his two blades missing. Another sword had been thrust into his mouth and right down through his throat until it had burst bloodily out the back of his neck. The battle-steel missing from the Tree of Swords, no doubt.

Not that Kalisse tasted any satisfaction at that deduction. The halfling crouched beside her, peering grimly around the room as if the force of his stare could bring sword-wielding slayers out to face him.

He turned swiftly as the rest of the merchants came crowding up the passage.

And saw what was lying on the floor.

And cursed.

"Magic!" someone muttered fearfully.

"We've got to get out!" someone else shouted, voice rising and going shrill with fear. "Before Dree kills us all!"

"Out! Out!" a general cry arose, and there were crashes and clangs of metal and curses in the passage as thoroughly frightened merchants stampeded back to the front shop room, with its grim tree of steel.

Leaving Kalisse Lornbitter standing staring at the halfling, wondering if he knew what to do. *She* certainly didn't.

He had laugh-wrinkles around his eyes, she saw now—and how old did a halfling have to be to get those?—and he was grinning slyly at her around the herbwand—Seven, it was half-chewed already!

"Well," she asked him, almost resentfully, "what now?"

He swept her a low bow, grand and florid, and announced, "Introductions! Araugh take me if I'm going to die in the company of a beautiful pirate and not even know her name! Loaren Rhymel, your service."

"Pirate?" a man—Alvrar, the Khalandornar—shouted from nearby in the passage. "Where? I *knew* there were pirates mixed up in this—I just knew it!"

Kalisse rolled her eyes and told the halfling fiercely, "*Thanks.*"

"No trouble," Rhymel told her cheerfully. "No trouble at all."

Alvrar of Khalandorn came around the corner with one of the longest needle-daggers Kalisse had ever seen glittering in his hand. His eyes were wild. "I heard you!" he snarled down at the halfling. "The pirates—where are they?"

Rhymel took the half-chewed herbwand out of his mouth, spat a gob of bluish dottle sidewise across the room, grinned broadly, and said, "Right here! Behold, *I* am a pirate!"

The Khalandornar recoiled, face going white, and drew back his blade to stab. Rhymel's dark and wet herbwand, flattened and glistening, struck him right across the eyes. Alvrar shrieked and hopped frantically backwards, his shoulders slamming thunderously against the far wall of the passage—and there were fresh shouts of fear from the front shop room, and a cry of, "They're killing Alvrar!"

"About time!" someone else roared—at the same instant as Alvrar's frightened gaze fixed on a needle-dagger only slightly shorter than his own, gleaming under his nose with its hilt very steady in Rhymel's hand.

The Khalandornar gave a little shriek and fled, stumbling into the workshop and wildly past Kalisse.

"Back way out!" he babbled. "There's got to be a back way out!"

He snatched open one of the closed doors in the workshop walls, plunged down a short and dingy passage hung with scabbards, clawed a bar off its cradles across a stout-looking door at the end of that passage, and swung the door open into—daylight.

With a shout of triumph Alvrar of Khalandorn plunged out of the Tree of Swords.

Just outside, a sword thrust out from beside the door and passed neatly through him.

Kalisse and Rhymel traded swift glances.

The halfling bounded up onto a workbench, fisted a tangle of swordbelts down from a hook, and murmured, "Shall we get out, Lady Nameless?"

She nodded. "Kalisse is my name. Kalisse Lornbitter. And yes is my answer."

Rhymel cocked an eyebrow. "Stormrider! Well, now! Here, have some leatherwork. To flail at that blade and entangle it, if the slayer's still there."

Tossing her some belts, he bounded down from the bench and along the scabbard-hung passage, crouching low and moving fast. Kalisse scrambled after him.

Alvar was dying, twisting only feebly as blood spurted from his mouth as if from a tavern tap. Rhymel sprang over him in a nimble somersault, landing in a crouch to seek a foe that was no longer there.

Kalisse was still stumbling over the Khalandornar's body when men of the Watch burst into the alley.

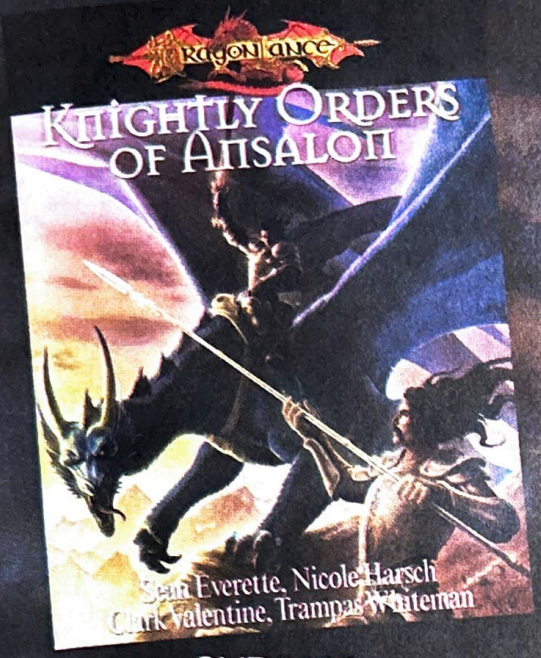
"Halt, murderers!"

Two Watchmen hastily raised cocked crossbows and slapped quarrels into their guides. Stepping aside to give them clear fire, their captain strode forward grimly, eyeing the belts Kalisse and Rhymel were holding.

"Thieves, too, I see." He scowled. "Well, let's hear your pleadings and clever excuses. Beware: try to run or fight and we'll pincushion you now and save all Tyrfalcon much trouble."

CONTINUED NEXT ISSUE!

Fight With Honor



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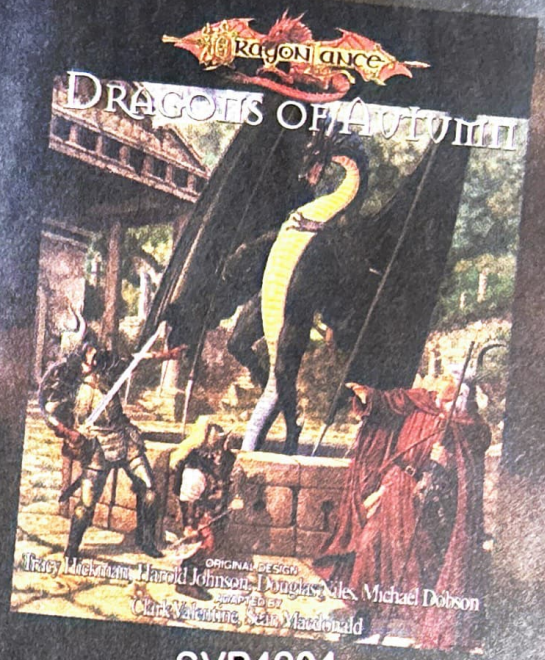
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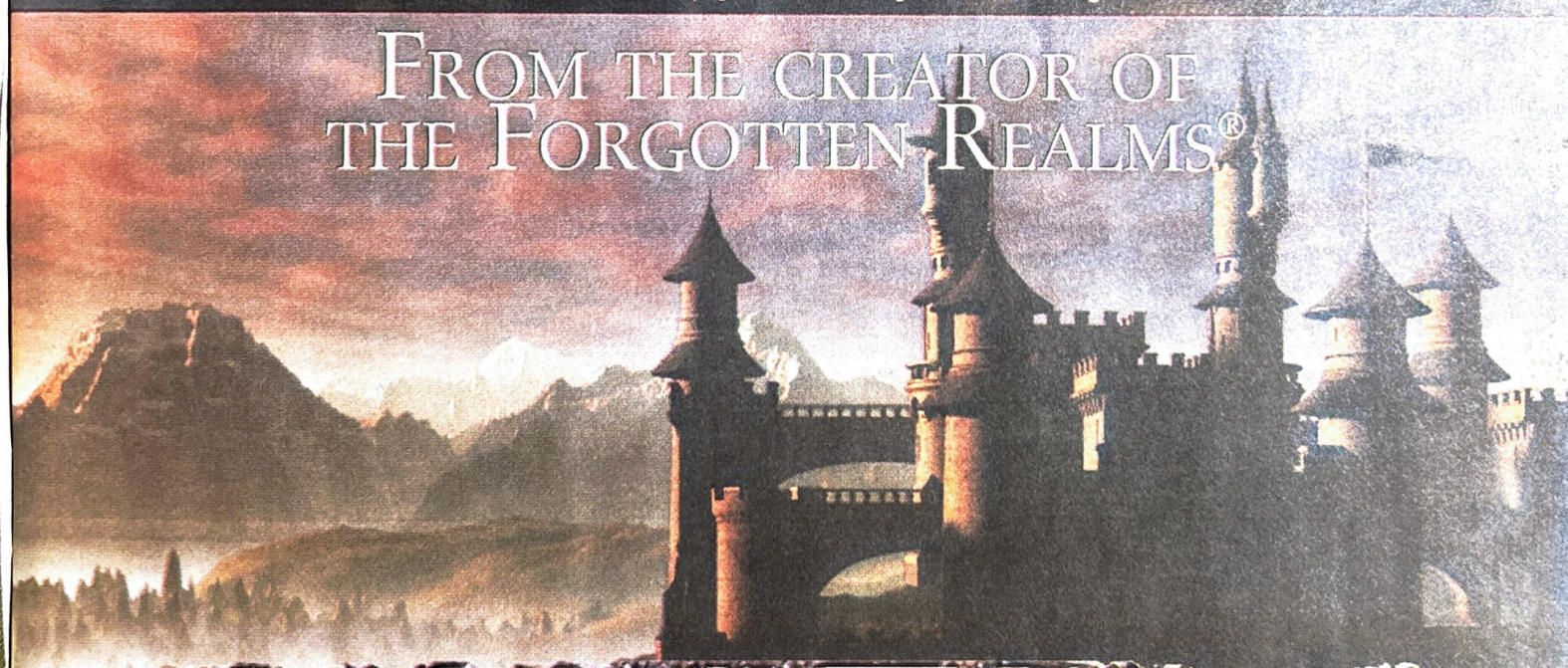
From the creator of the Forgotten Realms®



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PREVIEW

By David Freeman

SNK joins the UFS!

UFS: SNK BOOSTER PACK		
SAB 6090-S	$3.29	Available December 2006!

UFS: SNK STARTER DECK		
SAB 6100-S	$9.99	Available December 2006!

Coming to *UFS* in December of 2006 is *The King of Fighters* and *Samurai Shodown V*. With this exciting new edition to the game you can play some of your favorite characters from these great games. With a 144 card set covering both of these games SNK joins UFS in a big way.

From *The King of Fighters* we have Alba Meira, Athena Asamiya, Iori Yagami, Kyo Kusanagi, Lien Neville, Mai Shiranui, Nagase, and Terry Bogard. With Mai and Terry being classic iconic characters and a spread covering both old classic and new characters from *The King of Fighters* 2006 there is something for any *The King of Fighters* fan to play.

From *Samurai Shodown V* we have Charlotte Christine Colde, Gaira Caffeine, Galford D. Weiler, Hanzo Hattori, Haohmaru, Nakoruru, Ukyo Tachibana, and Yoshitora Tokugawa. With the addition of Yoshitora to the game plus Ukyo and Haohmaru in this set *Samurai Shodown* fans have a lot to check out.

Since this set is the same size as the original base sets, and has a starter product to go along with it, it not only gives new players a great place to get into the game but also it provides lots of options and depth for cagey veterans. Some highlights from this set include:

Judgement Blast Slash is an 8 difficulty 3 speed mid 14 damage Haohmaru only, Powerful: 2, weapon attack with Earth Fire and Life. It has the ability R: After you lose vitality, this attack gets +X damage. X equals the vitality you lost and a 2 control. This attack is undeniably a great finisher for Haomaru and should help him put the last nail in his opponent's coffin.

Nagase's Blog is a 0 difficulty 3 control action card with Earth Good and Life. It says R: After your opponent plays an attack, name 1 card and reveal your hand. If the named card was revealed this way, your opponent's attack gets -X damage. X equals the difficulty of the named card.

Deathly Ill is a 2 difficulty 5 control foundation card with Air Life and Water. Its ability is F Lose 3 vitality: Discard 1 Water card from your card pool. Only playable if you have a Water card in your card pool.

Deadly Ninja Bees is a 4 difficulty 2 control +3 mid block 3 speed low 4 damage multiple: 1 punch attack with Air Fire and Life. It has the ability E Discard 1 momentum: This attack gets +X speed. X equals the number of Air cards in your card pool.

Fierce Competitor is a 2 difficulty 4 control foundation with Earth Fire and Life. It has the ability E Discard 1 momentum, Destroy 1 foundation: Your attack gets +X damage. X equals the control of the destroyed foundation.

While these are great cards it is a random smattering of cards to wet your appetite and get your engines going.

Many people have expressed concerns with the distribution of resource symbols and this set address's that strongly by being focused on Life and Water. By having many cards focused on these two symbols many new and exciting pathways to victory will open for decks that play these.

Thank you to everyone who has been playing *UFS*, check out this set for new characters and fresh cards!

***

David Freeman left his tranquil middle class upbringing to go and study the stable and lucrative field of music in the big city of Portland, he realized another of his childhood dreams joining Sabertooth Games.

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UFS is sold only where GAMERS go to buy GAMES

You cannot find The Universal Fighting System (UFS) where you buy gas for your car or where you rent the newest DVDs. You cannot find the **BEST NEW CCG of 2006** where you buy milk, pants, or home décor at discounted prices or where you buy strollers and toys for toddlers. We could make it so you find UFS in those mass market outlets, but Sabertooth Games has said: "No!" and Sabertooth Games stands behind that statement. You will find UFS where you play; where other gamers like you come together – your Core Hobby Game Store. UFS finds its success where hardcore gamers like you find their friends and hardcore competition.

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October 13th to the 19th: Week 1 in our 4 week card of the week promotion. Make a one-time purchase of 6 booster packs between the aforementioned dates and receive an exclusive promo card for FREE!

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[anyone. anytime. anywhere. UFS.]

MAGE
THE AWAKENING

FROM CHAPTER THREE IN

TOME OF THE MYSTERIES

Duels: The Law of the Sword

Occult knowledge is in finite supply. The Realms Supernal barely touch the Lie and leave Wise, willful prisoners hungry for more. Mages learn, compete and eventually fight for supremacy within a given territorial, ideological or occult domain. Awakened souls are too rare to squander with indiscriminate fighting but too ambitious to easily surrender to external authority. Thus, the Lex Magica recognizes dueling as a legitimate way to resolve disputes.

A Consilium can try and punish wrongdoers, but mages don't view it as an all-encompassing government in the fashion of Sleeper institutions. Ideally, Consilii guarantee collective security, basic decorum and a court of last resort. Unless the prevailing culture is highly formal, mages who run to the council over every offense are usually thought to be too weak to handle their own affairs.

Dueling exists to settle disputes between mages without burdening the Consilium or damaging the common courtesy of Awakened society. Nevertheless, there are those who feel that the whole affair smacks of a primitive, "gunslinging" mentality—and fight duels over delivering such slights. Why do they do it? What are the other advantages of duels?

The Duello

A combination of Western custom and Atlantean lore, the Code Duello (usually shortened to just "duello") is a set of customs that determine what constitutes proper behavior during any kind of duel. Everything that is against Lex Magica is against the duello, but the reverse is not so; there are many legal ways to violate the duello, from mocking the loser to arriving late to fight. Some Consilii mandate strict adherence to the duello, but most do not. Even though the duello is fairly consistent across the Americas, variations enough exist to prompt travelers to inquire about what customs hold sway. The following section describes elements of the duello as it exists in the Americas and most of Europe. Asian and African mages often have far different notions about how to organize ritual combat. Even in the West, there are enough variations, local traditions and quirky laws to make a full description of the Code Duello impossible.

Mages who twist the duello to their own ends are either hated or given a certain amount of grudging respect. Against expectations, Adamantine Arrows often play fast and loose with the duello. Arrows habitually prepare for unrestricted warfare; by comparison, the average duel is a petty game and treated as such.

Binding Law

First and foremost, mages must do whatever the result of a duel compels them to do. Dueling agreements are legally binding oaths. If a mage promises to gather 10,000 pawns (points) of Mana for the winner in a year or forfeit her life, it has the force of centuries old Lex Magica behind it. If she loses and subsequently breaks her promise, the victor may slay her on a whim. Mages often sanctify dueling conditions with magical oaths (combining "Squaring the Circle" with "Swearing an Oath" or "Geas"), to encourage or ensure the honesty of participants.

Consequently, mages should carefully agree upon the dueling conditions in front of sworn seconds. Confusion usually brings in the Consilium, which often rules against both parties to dissuade other dueling fools.

A Dueling Oath:

I, who am called Zeno, swear this oath without arcane or mysterious compulsion. Should I be victorious according to the common codes of the Duel Arcane, my opponent, called Aurem, will relinquish the apprenticeship of the mage called Arctos to me for 90 days, transferring all solemn bonds and oaths of service. Furthermore, Arctos shall be free to become my apprentice if he wishes it, without interference from Aurem. Finally, Aurem will not entreat me to perform any service by action of thought, word or deed, for a year and a day from the date of the contest.

Should Aurem achieve victory by the Duel Arcane, I vow to pursue the Unclean magus called Angrboda, seeking his irrevocable death and thwarting his desires in all ways, until 90 days have passed, I have died, or I have delivered the head of Angrboda as an assurance of his death. I further vow that I will take the mage called Morvan as my companion and witness in this endeavor. Finally, I will not communicate with the magus Arctos or entertain communications from him for a year and a day from the date of the contest.

The contest will be determined according to the common codes of the Duel Arcane, without addendum or alteration. I acknowledge that the duel is Just, and that I may not seek the Great Right of Nemesis against any participant because of its outcome.

Let all know that the oath I swear is law. If I break it, let the Awakened inflict fair judgment upon me.

Swift Justice

Any sizeable Consilium is so busy tracking local weirdness, territorial disputes, possible threats and political movements that they welcome duels as a way to offload a great deal of business to the honorable, angry people who want to go about it. Mages who appeal to the council about small matters may have to wait. If Boston suffers under a cannibal cult, why should its mages take time to listen to a petty argument over Mana rights? A duel settles matters then and there, with as much legal force as the Consilium itself can muster.

Privacy

By ancient law, dueling mages are never obligated to tell anyone else the cause of their quarrel. Mages fight over secret love affairs and mystical enigmas that they don't want anyone else to know about. It's against the duello to pry, and some Consilii consider using magic to dig up the dirt a minor crime.

Mages who duel for privacy's sake often stipulate what they may or may not say according to different outcomes from the duel. One Mysterium scholar may silence another's theories for a month, a year or a lifetime by winning a properly conducted duel.

Reputations

There is no quicker way to gain prestige than a duelist's career. Most dueling forms rely on magical skill, so continual victory reflects a certain proficiency in the Mysteries. All the same, the Duel Arcane does not require particularly deep knowledge. A duelist can master a few Arcana and hone his will to a fine edge that cuts through enemies without knowing a host of rotes or much about the secret history of the world. Even so, mages glorify duelists because duare newsworthy, even glamorous. Magical duels are the closest things the Awakened have to a common sport (or less charitably, a Roman circus).

Protection from Reprisal

At the core of dueling law and custom is the idea that a duel is a final settlement. The winner is under no obligation to fight again. Furthermore, no mage may invoke the Right of Nemesis (see Sanctum and Sigil, pp. 30–32) because of any event that proceeded from a properly sworn and witnessed duel. You cannot curse the man who beat your cabal-mate because he defeated her. You might do so for some other reason, but your enemy can petition the Consilium to investigate your intentions. If the council discovers that you've invoked Nemesis under a bogus pretense, it punishes you accordingly.

While this rule is taken very seriously, it doesn't completely protect mages from a cycle of reprisal. Forgetting deception and Consiliar corruption for a moment, it's a fact that many duelists enjoy vendettas. A winner might not be obligated to fight again, but his enemy may insult and cajole him into accepting another duel. Participants may enjoy protection from Nemesis, but often feel that using it is the coward's way out. There is a significant subculture of duelists that believe that outside of their oaths, most of the legal protections shield cowards. They do not report infractions and snub mages who do. Subsequently, Consilii controlled by hardcore duelists preside over a highly fractious, violent community.

Law and Custom

Even though sorcerers are well within their rights to just kill each other, following customs means that a mage claims the Pentacle orders as allies under the law. Cabals mark their emblems with a sword to communicate that they support the duello.

The Challenge

In theory, the challenge is simple: Any mage may approach any other and put forth any demand or insult. If the recipient refuses the demand or refutes the insult, the aggressor may consider it ground for a challenge. Mages who want to get right to a duel typically open with something unreasonable and/or unforgivable: "Give me that library you've been using to master soul-eating, you son of a bitch."

This sort of thing will sometimes happen when negotiations break down. Two mages might bargain over mutual aid, argue and end up challenging each other for services. Such duels are more common than those over simple insults, but such affairs of honor were very common at least a century ago.

The challenged party is under no obligation to accept a duel unless the local Ruling Council demands (as they might to stave off an even more destructive conflict). In a perfect world, this might get rid of duels entirely, but a challenger can do any number of things to drive things to a duel. She could threaten to kill a mage who refuses to duel, intimate that she'll use theft, blackmail and other forms of skullduggery, or simply ruin a his reputation. When an occasion clearly demands a duel, Awakened society labels those who refuse cowards.

Conversely, the duello considers a mage who attacks a mage, his allies and his resources someone who has offered a duel. A beleaguered mage can put a stop to such predation by accepting the implied challenge. Of course, the type of sorcerer who simply lets loose with spells and bullets isn't always honorable enough to move to formal dueling, either.

Conditions

The challenger usually chooses the location and the challenged mage announces the form the duel will take. This can be as simple or convoluted as the participants wish. At this stage each mage should choose a second, who relays messages between the participants.

The duello forbids selecting a dueling form for which one of the participants has little or no skill (in game terms, one dot or none). It's dishonorable to demand a fencing contest from a bookworm or spirit summoning from an Obrimos. Strictly speaking, the duello advises against negotiating duels where one participant will obviously demonstrate

superior skill. It is supposed to be beneath a master to duel a mere initiate, but mages have been known to hide skill in a key Arcanum or mundane field until the contest requires it. Neither participant can make any demands that violate Lex Magica by using obvious magic in a public place or endangering non-participants.

The time of a duel is either agreed upon by participants or as a matter of local custom. Some Consilii designate a "dueling hour" and send Sentinels to oversee any quarrels that occur.

Finally, the participants negotiate the stakes, outlining the consequences of victory and defeat for each party.

Mages who are having second thoughts about dueling use negotiations as a chance to entangle the contest in impractical conditions. There is very little formal law regarding negotiations, so regardless of the duello a challenger could, for example, demand that a duel with a Shadow-blind mage take place in the Shadow Realm. The challenged can counter with an equally impractical location or demand access to an Artifact capable of transporting him — in which case the challenger must have the same Artifact. Legends exist of duels that have been negotiated over decades, to the point where they require enhanced blades, magic diamonds, armies of bound spirits and occult temples. This is an excellent way for all parties to never duel without actually conceding defeat.

Once the aggrieved parties settle the details of form, time, place and consequences, they can go about the actual duel.

Seconds

Seconds are sworn to convey messages from each side accurately, act as honest witnesses and, if possible, negotiate an honorable resolution without combat. Mages may employ seconds in all matters of Nemesis, but most often use them for duels.

Mages do not acknowledge that their seconds negotiated peace so that they cannot blame them for any shortcomings. Officially, the solution is the duelists' own, and is treated as such by law and custom. Seconds tend to be less emotionally involved in events and can develop a joint proposal for the participants. When implemented, these honorably resolve the conflict. Unfortunately, while the duello holds that the participants should not declare Nemesis against each other (just as if they had dueled), the Lex Magica does not count it as a duel. An unsatisfied party can thus break the duello to extort more concessions or overturn the whole agreement.

Finally, the second's role as "honest witness" means that they are supposed to prevent cheating and see to it that the duel is conducted according to the agreed-upon form. It is a sad fact that many seconds have tried to help their companions cheat instead, so many Consilii send a Sentinel or Interfector to bear witness as well.

TOME OF THE MYSTERIES (NOVEMBER 2006)

WWP40302; ISBN: 1-58846-429-6; $29.99

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PREVIEW

By Jason Grabher-Meyer

World of Warcraft Trading Card Game

WORLD OF WARCRAFT TCG: ONYXIA'S LAIR RAID DECK	
UDC 48413-S.....$18.18	Available October 2006!
WORLD OF WARCRAFT TCG: HEROES OF AZEROTH BOOSTER PACK	
UDC 48294-S.....$2.36	Available Now!
WORLD OF WARCRAFT TCG: HEROES OF AZEROTH STARTER DECK	
UDC 48000-S.....$9.09	Available Now!

You probably already know that *World of Warcraft*, the most successful Massively Multiplayer Online Role-Playing Game (MMORPG) of all time, is getting its own TCG in October. You've seen the ads, heard the hype, and borne witness to the buzz surrounding its release. But you've probably wondered what that really means for you as a gamer, and you've probably asked yourself the burning question, "How does a TCG appeal to card-flopping vets *and* six million online fans simultaneously?"

From the perspective of a TCGer, *WoW*'s got a surprising array of offerings. When the game engine debuted at Gen Con Indianapolis, there was an immediate consensus that the *WoW* TCG is incredibly easy to learn but difficult to master. It's a familiar premise: use an expanding resource base to manage a central hero and a supporting cast of allies, as well as pay for abilities and equipment. What's the difference between the *WoW* TCG and every other game that could be summed up with that description? *WoW* is just infinitely smoother.

The *WoW* TCG trades bulky, cumbersome turn structures for a more freeform game system. Instead of bogging players down with protocols and over-complicated timing steps, the designers opted for a surprising amount of freedom in how and when you take certain actions. This freedom results in unpredictable play that rewards both the thoughtful strategist and the quick-witted tactician.

The *WoW* TCG is all about skill. Through the use of carefully balanced card drawing effects and themed deck manipulation, a practiced player can overcome poor draws without resorting to hope and blind luck. While chance always exists in any card game, players will find that luck plays less of a role as they gain experience. There's also no "resource screw," as any one card can be played as a resource each turn, and that means you'll never be looking at a fistful of stuff you can't play.

Ok, so *World of Warcraft* is a crowd-pleaser on the TCG side. What about folks who are diehard WoW fans, but have never built a deck in their life? Lucky for them, this is a game made *by* WoW fans *for* WoW fans.

There are plenty of reasons for players of the online game to venture away from their computers and into their local game stores. The TCG captures the essence of World of Warcraft and then takes it to new places. A lot of the central elements are borrowed from the MMORPG. True-to-the-game items, characters, quests, and art? Check! Most spells, characters, and settings are going to be familiar to players of the online game, but now you get to experience them in a totally new context.

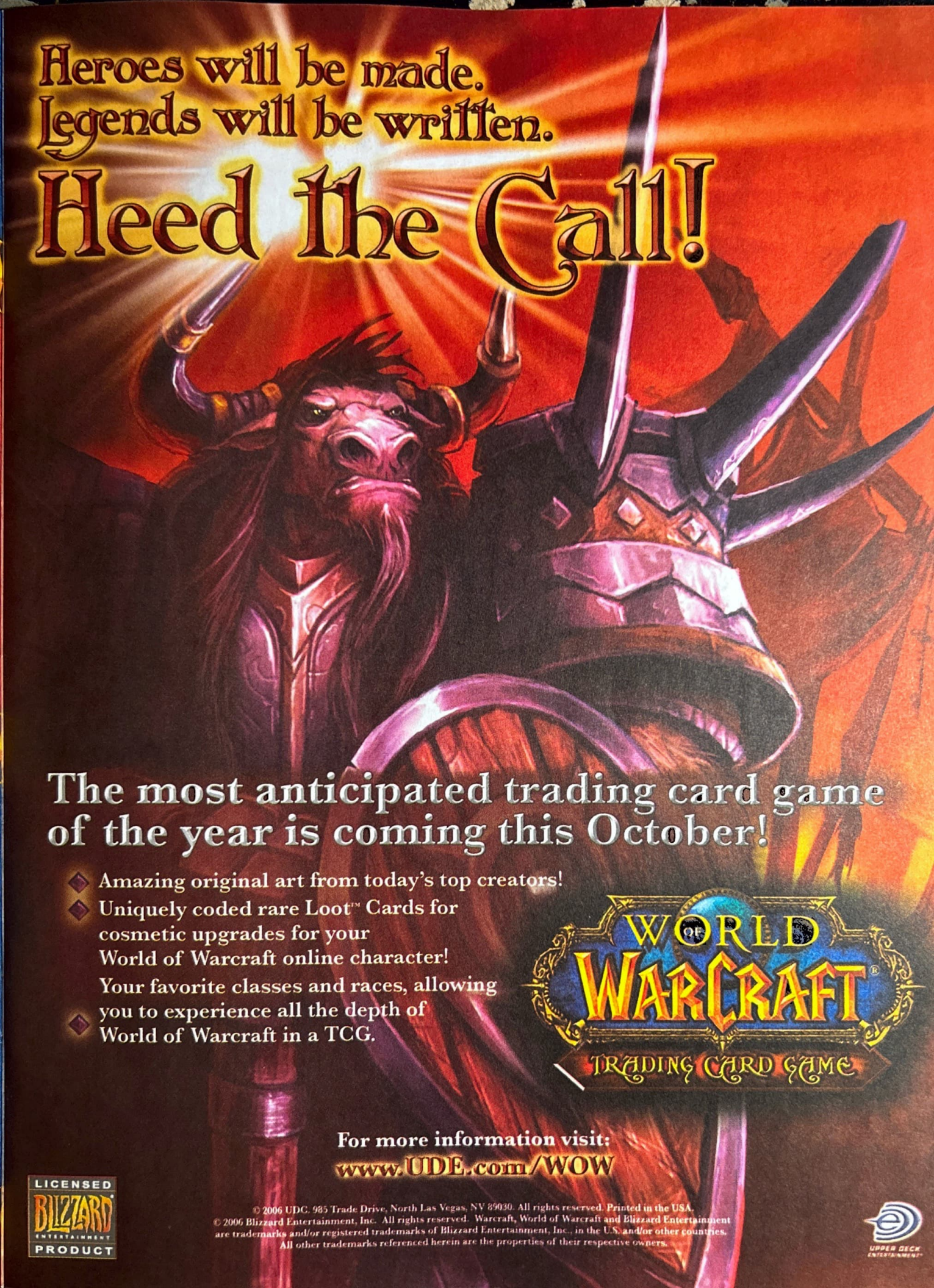
4
Fireball
Ability — Fire
Attach to target hero or ally, and your hero deals 4 fire damage to it.
Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.
AZEROTH

More important is the feeling of community that's so integral to *WoW*. Through the use of a robust Organized Play program, Upper Deck Entertainment is going to help you meet new friends and rivals to play the game with, and they've gone so far as to create supported team variants. While the *WoW* TCG is a competitive one-on-one game in its most basic form, Upper Deck is also developing raid decks. Raid decks are packages of cards that let you team with other players to tackle bigger challenges like *Onyxia's Lair*, with one player controlling Onyxia while the others work together to try to defeat her. Raids aren't just fun for a Friday night, though; beat one, and you'll get to crack open a treasure pack full of cards unique to that raid!

Plus, every time you open a booster you'll have a shot at finding a rare loot card. These can be redeemed online for exclusive in-game items, with the focus on aesthetic upgrades. Want your level 60 character to look different from everybody else's? Loot cards will let you set yourself apart from the pack, and they're only available in *WoW* TCG boosters.

2
Frost Shock
Instant Ability — Elemental
Your hero deals 2 frost damage to target hero or ally. A character dealt damage this way can't attack or protect this turn.

For fans of the *WoW* MMORPG, the TCG is going to be an all-new way to get more of the action you love. If you're not a World of Warcraft fan yet, the amazing game system will suck you in anyway, with its exciting, balanced competition, and the fantasy flavor of Azeroth. The *WoW* TCG looks to be a guaranteed hit, and you can be part of the action when the first set, *Heroes of Azeroth*, hits stores this October!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PREVIEW
By Coleman Charlton

King Me!

LONG LIVE THE (NEW) KING!

By Coleman Charlton - copyright 2006, published by Mayfair Games, Inc.

With the announcement of the King Vladimiro's retirement, the pirouette for succession begins! All of his subjects from cobbler to cook, painter to paladin, debutante to duchess bustle about the castle in preparation for the succession. One of your favorites can attain the throne. But, beware: it will require clever maneuvering and selective positioning to be in the right place at the right time to acquire the crown!

The Characters, The Castle, and the Cards

In King Me!, there are thirteen characters vying to become the new King. There is a playing piece for each character, and each turn you will move one of these character pieces one step closer to sitting on the throne.

All of the action takes place in King Vladimiro's castle. This castle has seven levels, each of which can house up to four of the characters. The higher a character is in the castle, the more status that character has AND the closer that character is to becoming King. If you move a character onto the highest level, the King's Throne level, one of two things will happen. If the character has the support of all of the players, he is crowned King—otherwise, he is removed from play for the rest of the round.

When you play King Me!, you are dealt a favorites card that has the names of six of the 13 characters. Only you know which characters are on your favorites card, and those six characters are your favorites. When a King is eventually crowned, you score points based upon which level each of your favorites is on—10 points for being on the King's Throne, five points for the Nobles level, four points for the Dignitaries level, and so on down to zero points for the Servants level. Of course, a favorite character scores 0 points for you if he has been removed from play!

You also have a set of vote cards: one 'Yes' card and two to four 'No' cards. You use one of these cards each time there is an election of the King!

Summary of Play

A game of King Me! consists of three rounds. At the start of each round, you get a card that lists your favorite characters and your set of vote cards. Then, you and the other players take turns placing characters in the castle. Characters can be placed on levels one, two, three, or four; but no more than four characters per level.

During each round, play proceeds in a series of player turns. On your turn you may move one character up one level in the castle. The only restriction is that you may not move a character to a level that already has four characters.

If you move a character up to the King's Throne level, The Election of the King is

King Me!

LONG LIVE THE (NEW) KING!

By Coleman Charlton - copyright 2006, published by Mayfair Games, Inc.

immediately held. Each player secretly plays a vote card ('No' or 'Yes'), then the votes are revealed.

➢ If any of the votes are 'No', the king elect is removed from play for the current round. Any 'No' vote cards played are removed from play for the current round. Each 'Yes' vote card is returned to its player. Then, the round continues with the next player taking his turn.

➢ If all of the votes are 'Yes', the character becomes King, the round ends, and points are scored as outlined above. Special Scoring Rule: In the 3rd round, if you score exactly zero points, you get 33 points instead—i.e., you "shoot the moon."

At the end of the 3rd round the player with the most points is the winner.

Basic Strategies

King Me! is a game of bluffing, deduction, and people reading. The primary goal is simple: you want to have your favorite characters as high in the castle as possible when a King is elected. In addition, you want to advance your opponents' favorites to the King's Throne and have them beheaded. However, you do not know exactly which characters are the other players' favorites — you must deduce this information from the players' actions during the game.

There are a number of specific factors that you should keep in mind when playing King Me!

➢ Keep track of how many 'No' votes each player has left — this can be crucial.

➢ You and your opponents have a limited number of 'No' vote cards, and you lose one each time you vote 'No' in an election. So you should try to predict when another player will vote 'No'. Then you can save your 'No' votes for later use. Otherwise you will eventually run out of 'No' vote cards and then you will be forced to vote 'Yes' in every election. Be careful though: if everyone tries this tactic at the same time, a round can end very quickly.

➢ Initial placement of characters is key. Place your favorites too high and they will most likely be beheaded early in the round. Place your favorites too low and they may not get high enough for big points before a King is crowned.

➢ If you use the same strategy for initial character placement each round, you make it easier for your opponents to figure out who your favorites are. So, vary your play style at least a little bit.

➢ In the thirrd round remember that if you can get all your characters beheaded, you can score 33 points — the maximum possible in a single round. So you are seldom totally out of any game. But beware — your opponents can do the same!

Conclusion

At its core, King Me! is a bluffing and deduction game. Each turn you must make decisions that will determine if your favorites rise in status or go to the chopping block. In the end, the player who best mixes clever play with daring bluffs will usually emerge as the new King!

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GAME TRADE MAGAZINE #82
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games or game modules, along with solicitation information on upcoming game, manga, and video releases.
GTM 82 ..... $3.99

ABERRANT GAMES

REZOLUTION MINIATURES
Scheduled to ship in November 2006.

SHAMBLER TEAM PACK (4)
ABG 4015 ..... $15.99

VOLKODA TEAM PACK (2)
ABG 4016 ..... $21.99

AMARILLO DESIGN BUREAU

CAPTAIN'S LOG #34
Scheduled to ship in November 2006.
ADB 5734 ..... $18.95

FEDERATION COMMANDER BORDER BOX 4
Scheduled to ship in November 2006.
ADB 4404 ..... $99.95

AVALON HILL

FEATURED ITEM

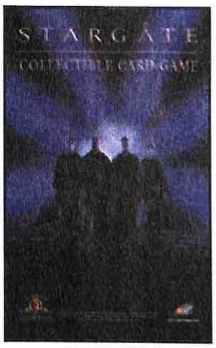
Axis & Allies™

AXIS & ALLIES: BATTLE OF THE BULGE
Prepare for a major offensive as German tanks thunder into the snow-covered Ardennes forest, opposed only by a few unsuspecting divisions of exhausted American troops! Providing the historical counterpart offered by *Axis & Allies: D-Day: Battle of the Bulge* challenges players to control territory and contend with supply shortages, while directing infantry, artillery, tanks and aircraft in one of the most decisive conflicts of World War II. Scheduled to ship in November 2006.
AVH 95817 ..... $50.00

AXIS & ALLIES CMG: RESERVES BOOSTER PACK
The *Reserves* expansion for the *Axis & Allies* CMG introduces jet fighters, depo/support units, Hungarian forces, as well as combat-ready curiosities such as the IS-3, the Nebelwerfer 42, and the M4 Sherman T-34 Calliope. Each booster pack contains nine randomized, pre-painted 15mm plastic miniatures, complete with full-color game stat cards. Scheduled to ship in November 2006.
AVH 95622 ..... $14.99

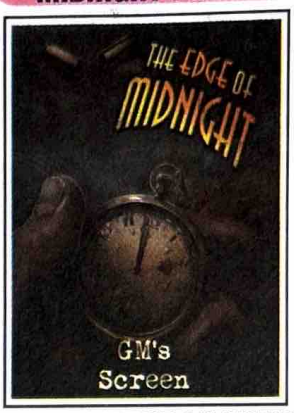
COMIC IMAGES

WWE RAW DEAL CCG: REVOLUTION
Prepare for a Revolution! The next generation of the *Raw Deal* CCG represents an easy entry point for new players while maintaining the great game play, tournament format and "WWE feel" that has made *Raw Deal* a hit! Introducing exciting, new maneuver types, "Storyline" cards, and four all-new starter decks featuring WWE superstars Triple H, Ray Mysterio, John Cena and Batista, this expansion is offered in new pre-packs containing four starter decks and 24 booster packs, as well as individual 11-card boosters packed in 24-count displays. Scheduled to ship in December 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY
CIM 80011-D $83.76
BOOSTER PACK
CIM 80011-S $3.49
PRE-PACK DISPLAY
CIM 80012 ..... $127.72



STARGATE: SG-1 CCG
In this Mission-based collectible card game set in Sci-Fi Channel's hit syndicated series *Stargate: SG-1*, players seek to successfully complete seven missions or accumulate the greatest number of mission points to achieve victory. Thwart your opponents with obstacles, antagonists, disease and the most ruthless of the Goa'uld System Lords while simultaneously sending your undaunted Stargate team of explorers into the vast unknown. This series is introduced in four 60-card theme decks (Jack O'Neil "Ingenuity Starter"; Samantha Carter "Science Starter"; Teal'C "Combat Starter"; Daniel Jackson "Culture Starter") offered in 8-count displays, and 11-card supplemental boosters packed in 36-count displays. Scheduled to ship in December 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY
CIM 79011-D $125.64
BOOSTER PACK
CIM 79011-S $3.49
STARTER DISPLAY
CIM 79010-D $87.92
STARTER DECK
CIM 79010-S $10.99

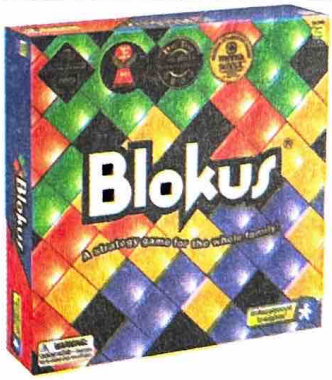
EDGE OF MIDNIGHT PRESS



EDGE OF MIDNIGHT GM SCREEN
Composed of tri-fold black vinyl and customizable to fit your specific needs, each GM Screen contains six inserts containing pertinent charts and rules for running *Edge of Midnight*, along with gorgeous full-color artwork from the inestimable Nate Barnes. Scheduled to ship in December 2006.
S2P EMP1001 ..... $29.99

EDUCATIONAL INSIGHTS

OFFERED AGAIN



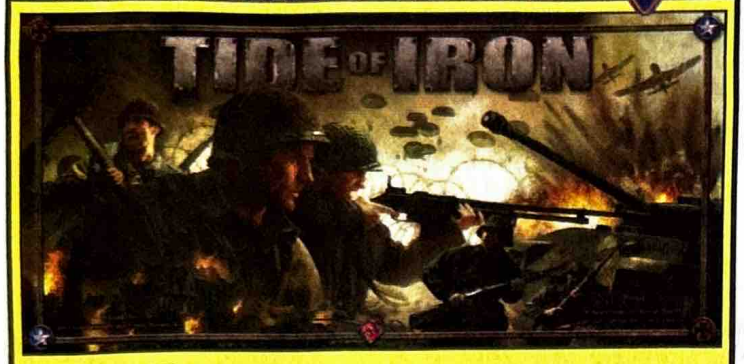
O/A BLOKUS
Europe's 2003 game of the year! Designed for the whole family, *Blokus* is a highly interactive territory domination game in an abstract format that develops logic and spatial perception while encouraging tactical gameplay. Scheduled to ship in 2005.
EDI 2995 ..... PI

EXPEDITIOUS RETREAT PRESS

1-ON-1 ADVENTURES #4: SIXTH CAVALIER
Hubrimort is a small, respectable town whose only claim to fame is a local governmental position bestowed by five of the king's chosen officials, known as the Cavaliers. Which of the ancient families deserves ten years of power and privilege? Only the Sixth Cavalier can help the five officials make the right choice! *Sixth Cavalier* is a d20 adventure designed for a single game master and player (bard or rogue level 9-11). Scheduled to ship in December 2006.
IMP XRP6004 ..... $12.00

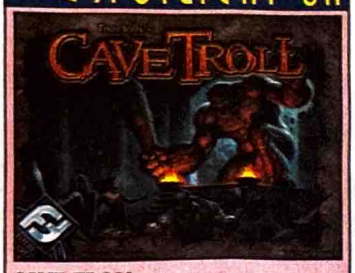
FANTASY FLIGHT GAMES

FEATURED ITEM

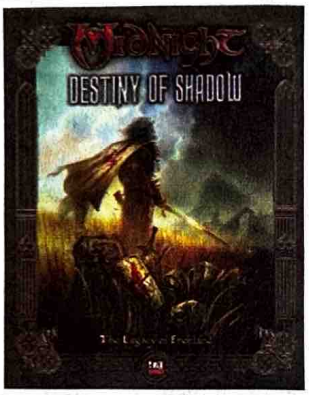


TIDE OF IRON
The largest and deadliest conflict in history comes to the tabletop arena with *Tide of Iron*, a World War II squad-level, tactical simulation game packed with hundreds of detailed plastic figures, including soldiers, tanks, and other combat vehicles. *Tide of Iron* features a modular gameboard on which up to six players (divided into two teams) can test their tactical prowess in dozens of scenarios. Scheduled to ship in December 2006.
FFG TD01 ..... $79.95

SPOTLIGHT ON

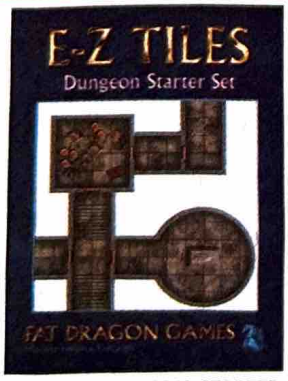


CAVE TROLL
In this new edition of the dungeon-looting, monster-bashing board game, players command brave adventurers wielding powerful artifacts and summoning fearsome creatures in their attempts to control the richest areas of the dungeon, while simultaneously avoiding their opponents' minions, including the mighty cave troll himself! Scheduled to ship in December 2006.
FFG TJ05 ..... $29.95



MIDNIGHT: DESTINY OF SHADOW
Continuing the gazetteer exploration of Eredane, *Destiny of Shadow* delves into the forgotten, ignored, and underestimated Erenlanders, examining the history, people, and places of this besieged land, as well as the invasion that spelled its doom. This d20 supplement also introduces new feats, spells, and prestige classes unique to Erenland. Scheduled to ship in December 2006.
FFG MN17 ..... $14.95

FAT DRAGON GAMES



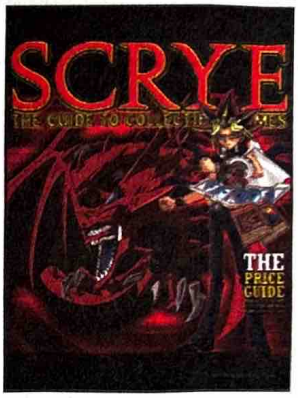
E-Z TILES: DUNGEON STARTER SET CD-ROM
E-Z Tiles introduces this set of over 70 deluxe, fully customizable, 1"-scale PDF fantasy tiles designed to add a new dimension to your fantasy adventure game. Scheduled to ship in November 2006.
K2D FDG9021 ..... $19.99

FINAL SWORD PRODUCTIONS

BATTLE SQUADRON PACKS (3)
Suitable for use with *Attack Vector: Tactical* and other space ship combat games, these 1:3000 scale miniature sets contain three al-Rafik Interceptors of the Medinan Caliphate. Scheduled to ship in November 2006.
RAFIK
FSW ADA11201 ..... $14.95
WASP
FSW ADA11202 ..... $14.95

MANTICORAN FLEET BOX 2
For use with the *Saganami Island Tactical Simulator* game, this fleet box contains 12 ships from the Honorverse, focusing on the capital ships of the Royal Manticoran Navy at the opening of the war. Scheduled to ship in December 2006.
FSW ADA21502 ..... $59.95

F+W PUBLICATIONS



ART FROM PREVIOUS VOLUME

SCRYE MAGAZINE #105
This issue of *Scrye* features coverage of *Magic: The Gathering*, *Yu-Gi-Oh!*, *World of Warcraft*, *Dungeons & Dragons Miniatures*, *Star Wars Starship Battles*, *The Spoils*, *Stargate*, *Conan*, *Universal Fighting System*, *Naruto*, *HorrorClix*, and lots more! Plus, *Scrye* boasts the only complete and updated monthly card lists and price guide for *Magic: The Gathering*! Scheduled to ship in December 2006.
SRY 4105 ..... $5.99

GAMES WORKSHOP

WARHAMMER 40,000 MINIATURES

Scheduled to ship in December 2006.

ELDAR AUTARCH WITH FUSION GUN
GAW 46-92 ..... $15.00

ELDAR HOWLING BANSHEES
GAW 46-24 ..... $30.00

ELDAR SWOOPING HAWKS
GAW 46-26 ..... $30.00

ELDAR YRIEL AUTARCH O'IYANDEN
GAW 46-39 ..... $17.00

VEHICLE DAMAGE DICE
GAW 65-28 ..... $8.00

WARHAMMER FANTASY BATTLE MINIATURES

Scheduled to ship in December 2006.

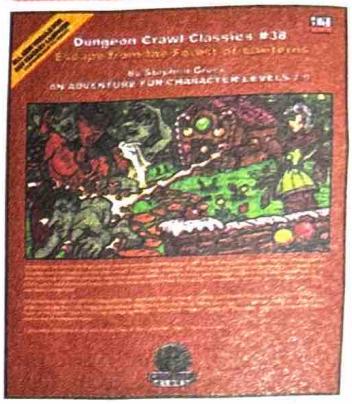
COUNTER SET
GAW 65-27 ..... $8.00

EMPIRE ARMY SET
GAW 67-39 ..... $245.00

NIGHT GOBLIN BOSSES
GAW 89-45-N $12.00

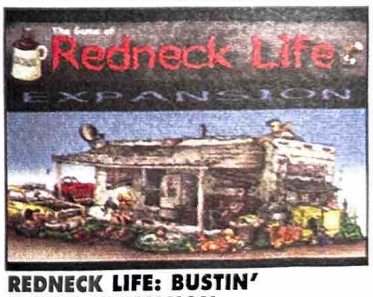
WHITE DWARF #234
Scheduled to ship in December 2006.
GAW WD-324 ..... $6.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS #38: ESCAPE FROM THE FOREST OF LANTERNS
A mysterious magic book has transported the heroes to the Forest of Lanterns and turned them into small children! Now, they must find their way to the Warty Witch at the center of the forest in order to escape in this d20 *Dungeon Crawl* for characters levels 6-8. Scheduled to ship in November 2006.
IMP GMG5037 ..... $12.99

GUT BUSTIN GAMES



REDNECK LIFE: BUSTIN' A GUT! EXPANSION
This expansion gives your game 20 more ridiculous Rigs, 10 more hilarious Homes, 50 additional Go Redneckin' Cards and all-new charts for an even wilder ride on the *Redneck Life* journey through Blue Collar Americana! Scheduled to ship in November 2006.
K2D GUT1001 ..... $15.00

StrataGems
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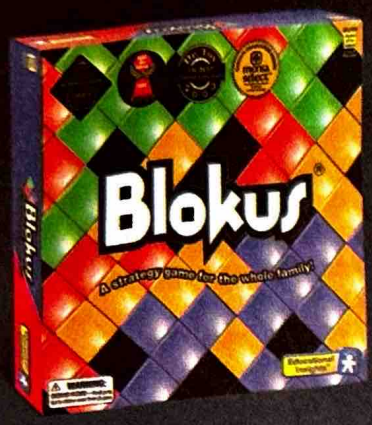
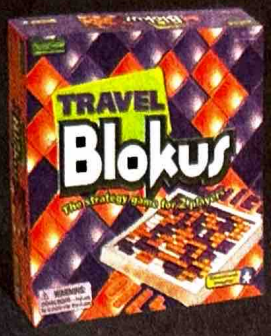
More great family strategy games from the folks who brought you Blokus®!



Blokus®
EI-2995 .....$29.99



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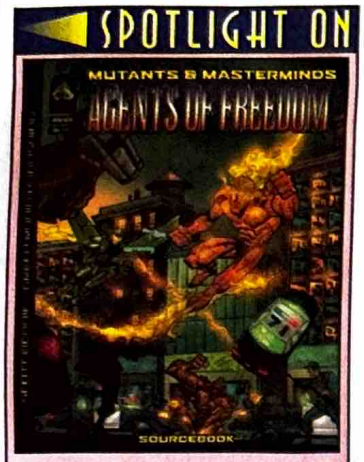
GREEN RONIN PUBLISHING



MUTANTS & MASTERMINDS: AGENTS OF FREEDOM
Agents of Freedom details "agent" level characters and adventures for *Mutants & Masterminds*, featuring three heroic agencies for the Freedom City setting: the STAR Squad of the Freedom City Police Department; AEGIS (the American Elite Government Intervention Service); and UNISON, the United Nations International Superhero Oversight Network. Also included are details on the villainous SHADOW, the Secret Hierarchy of Agents for Domination Over the World! Scheduled to ship in December 2006.
GRR 2509 .....$26.95

HERO FACTORY

ROBOTECH CCG 2-PLAYER STARTERS & THEME DECKS
In the *Robotech* CCG, players deploy pilots and mecha into battle against their opponents! Each pre-constructed theme deck contains a 50-card selection of pilots, mecha, crew, squadrons, and tactical cards exclusive to each faction. This series is also offered in 25-card, pre-constructed, two-player starter decks: "Southern Cross" features the forces of the Southern Cross vs. the Robotech Masters, while "New Generation" unleashes Scott Bernard's Rebel Forces against the Invid. Scheduled to ship in November 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BREETAI THEME DECK
HFI RT040 .....$9.99
NEW GENERATION 2-PLAYER STARTER DECK
HFI RT070 .....$9.99
SDF-1 THEME DECK
HFI RT050 .....$9.99
SOUTHERN CROSS 2-PLAYER STARTER DECK
HFI RT060 .....$9.99

KENZER & COMPANY

KNIGHTS OF THE DINNER TABLE #122
A hilarious and hysterical slice-of (fantasy)-life in strips, and a wonderful celebration of the gaming culture, *Knights of the Dinner Table* is the longest-running comic on the subject of games ever! Scheduled to ship in December 2006.
KEN 122 .....$4.99

LOONEY LABS

MARTIAN COASTERS
Martian Coasters introduces a set of four, 4" game board beverage coasters, useful not just to play the "Where Can I Put Down My Beverage?" game, but also a brand-new pyramid game designed by Andrew Looney. Scheduled to ship in November 2006.
LOO 031 .....$6.00

LOST ADEPT DISTRACTIONS

STUPIDUEL: FANTASY EXPANSION
Once upon a time there was a little expansion deck full of marvelous creatures and magical artifacts which, in responsible hands, could have been used to create many wondrous tales of fantastic adventure! However, these cards wound up in the hands of a raving mad Stupiduelist! This 60-card expansion to Stupiduel can be used to turn your original deck into a pure fantasy deck, or just shuffled right in. Scheduled to ship in November 2006.
K2D LAD1001 .....$8.95

MARGARET WEISS PUBLISHING

THE TIME CURSE
Scheduled to ship in December 2006.
PSI MWP5003 .....$4.99

MEGA MINIATURES

BAZAAR (3)
Scheduled to ship in November 2006.
MEM 21001 .....$19.99

CAMPSITE (3)
Scheduled to ship in November 2006.
MEM 21003 .....$19.99

SCI-FI COMMAND CENTER (3)
Scheduled to ship in November 2006.
MEM 71001 .....$19.99

SCI-FI CRYOGENIC CHAMBERS (6)
Scheduled to ship in November 2006.
MEM 71002 .....$19.99

WEAPONS SMITH (4)
Scheduled to ship in November 2006.
MEM 21002 .....$19.99

FANTASY MINIATURES MULTI-PACK
Scheduled to ship in November 2006.

ORCS (20)
MEM 90013 .....$19.99

SHE-WARRIORS MINIATURES
Scheduled to ship in November 2006.

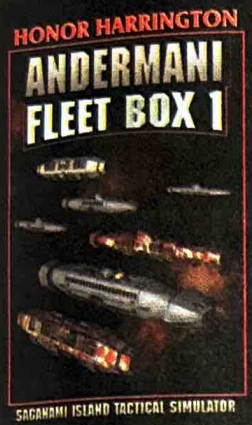
DRAGON SLAYER
MEM 60013 .....$9.99

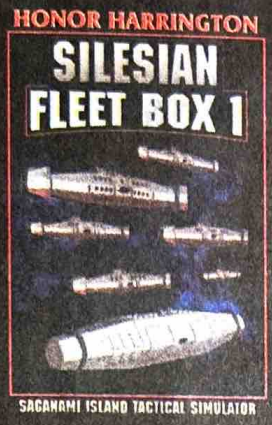
ELVES II
MEM 60014 .....$9.99

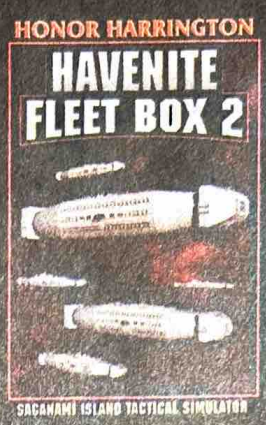
SUCCUBI III
MEM 60015 .....$9.99

MINIATURES FOR THE HOLIDAYS!

FSW ADA 21907	SHIPS OF THE FLEET 2007 CALENDAR	$12.95	AVAILABLE NOW!
FSW ADA 21301	SILESIAN FLEET BOX 1	$59.95	AVAILABLE NOW!
FSW ADA 21201	ANDERMANI FLEET BOX 1	$59.95	AVAILABLE NOW!
FSW ADA 21602	HAVENITE FLEET BOX 2	$59.95	OCT/NOV 2006
FSW ADA 21502	MANTICORAN FLEET BOX 2	$59.95	NOV/DEC 2006







FSW ADA 11201	RAFIK BATTLE PACK	$14.95	OCT/NOV 2006
FSW ADA 11202	WASP BATTLE PACK	$14.95	OCT/NOV 2006
FSW ADA 11203	KUAN YIN BATTLE PACK	$14.95	NOV/DEC 2006
FSW ADA 11204	DIGLERIA BATTLE PACK	$14.95	NOV/DEC 2006

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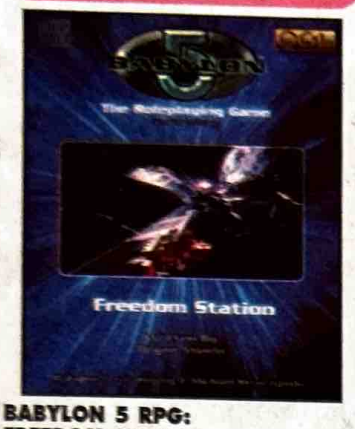
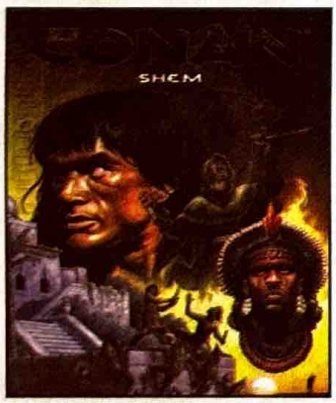
MONGOOSE PUBLISHING



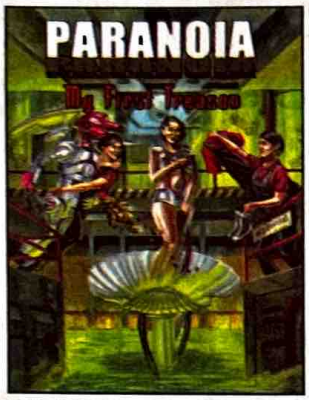
BABYLON 5 RPG: FREEDOM STATION
Freedom Station is the galaxy's last, best hope for... everything! Existing as a gritty counterpart to the most famous station in the galaxy, Freedom Station is a nexus of dirty dealings, raider cells and independent activity. Featuring full maps and descriptions of Freedom Station, plus rules for life on the satellite and statistics for its major characters, Freedom Station is a must for anyone wishing to explore the darker side of the *Babylon 5* universe. Scheduled to ship in December 2006.
MGP 3515 .....$24.95

BABYLON 5 RPG: SHIP PLANS - WHITE STAR
The fourth in the *Babylon 5 Ship Plans* series, this guide takes the reader through the revolutionary White Star ship, deck-by-deck, including detailed analysis of all the ship's main systems, armor, and weaponry. Scheduled to ship in December 2006.
MGP 3359 .....$19.95



CONAN RPG: SHEM
Welcome to Shem, a sprawling conglomeration of states that lie to the north of the eldritch realm of Stygia and the center of mercenary activity in Hyboria. Whether raiding with the Meadow Shemites or being press-ganged by the famed cavalry units of the cities' denizens, this sourcebook for the *Conan* RPG forms the perfect introduction to this brutal country, a land permanently torn apart by fresh feuds and outright warfare.Scheduled to ship in December 2006.
MGP 7728 .....$24.95

EARTH ALLIANCE FLEET BOXES
This boxed set contains high quality, 30mm metal miniatures for use with the *Babylon 5: A Call To Arms* Miniatures Game. Scheduled to ship in December 2006.
CRUSADE ERA
MGP 3389 .....$99.95
DAWN OF THE THIRD AGE
MGP 3390 .....$99.95



PARANOIA XP: MY FIRST TREASON
My First Treason follows a group of junior citizens in the 'happy, happy fun land' that is Alpha Complex. Can they survive the perils of the Computer? Can they uncover the villainy of their comrades and earn a coveted place in Troubleshooter society? Scheduled to ship in December 2006.
MGP 6649 .....$9.95

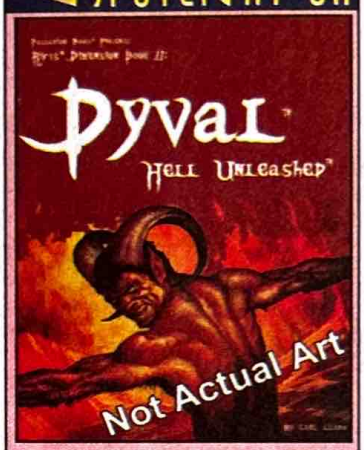
SPOTLIGHT ON

RUNEQUEST: PLAYER'S GUIDE TO GLORANTHA
The *Player's Guide to Glorantha* is the essential counterpart to the *Glorantha - The Second Age* setting book. Within is a host of vital information for any player, from new Glorantha-specific weapons, equipment and spells, to advice on how to roleplay in the Imperial Age. Scheduled to ship in December 2006.
MGP 8109.....$24.95

TEN THOUSAND BULLETS
The definitive d20 guide to crime noir action set in the gritty mean streets of Empire City, *Ten Thousand Bullets* presents a complete cityscape ready and waiting for your characters to take their stand as beleaguered cops, ambitious gangsters, or those trapped somewhere in-between! This essential sourcebook also includes new classes and feats, an alternate mission system, variant gearing-up rules, and mechanics for Reputation and legal entanglements. Scheduled to ship in December 2006.
MGP 6106 .....$34.95

PALLADIUM BOOKS

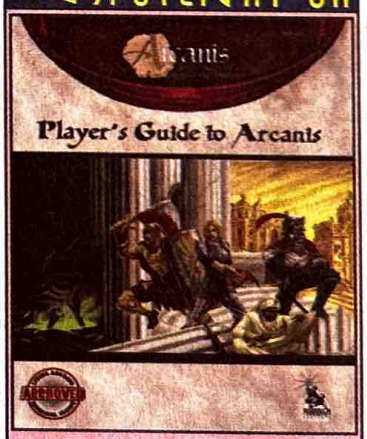
SPOTLIGHT ON



RIFTS: DYVAL - HELL UNLEASHED (DIMENSION BOOK #11)
Scheduled to ship in December 2006.
PAL 0873.....$18.95

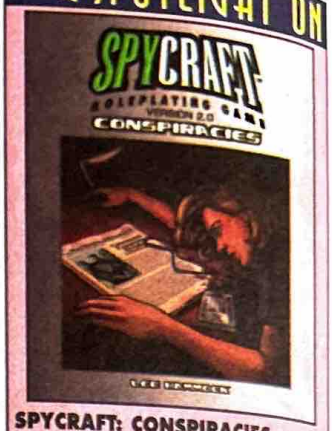
PARADIGM CONCEPTS

SPOTLIGHT ON



PLAYER'S GUIDE TO ARCANIS REVISED
Arcanis is a world of high fantasy, intrigue and thrilling adventure and its heroes come in a myriad of forms - from those with the blood of the angelic Valinor or those with souls bound with elementals. Others are descendents of Celestial Giants or mere mortals who have the heart and courage to stand before the tide of night. This d20 sourcebook serves as a comprehensive guide designed to give your Arcanis character endless choices with new monastic orders, base classes, feats, spells and much more. Scheduled to ship in November 2006.
PCI 1114.....$36.99

SPOTLIGHT ON



SPYCRAFT: CONSPIRACIES
This sourcebook for *Spycraft* provides details on the world's most pervasive and sinister cabals, insight into the shadow world of Black Ops, the truth about alien cover-ups and much more! Scheduled to ship in November 2006.
PCI 2003 .....$19.99

POKÉMON USA

SPOTLIGHT ON

Pokémon

POKÉMON TCG: EX DRAGON FRONTIERS
Journey further than any Trainer has ever been when you explore the islands where powerful Dragon Pokémon rule! In *EX Dragon Frontiers*, players discover rare Pokémon-EX Delta Species, long-awaited Pokémon (Star), and new ways to do battle! Scheduled to ship in November 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
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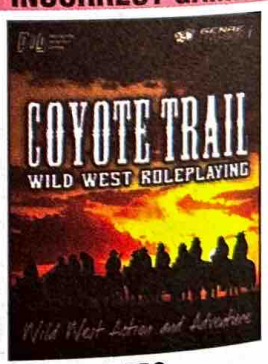
PUI 11510-D .....PI
BOOSTER PACK
PUI 11510-S.....PI
THEME DECK
PUI 11520-S.....PI
THEME DECK DISPLAY (8)
PUI 11520-D .....PI

POLITICALLY INCORRECT GAMES



COYOTE TRAIL RPG
Travel the dusty trails of boom-towns and native villages rustling cattle, robbing banks, and terrorizing citizens, or take the law into your own hands as sheriff protecting towns and driving off bandits and Indians in this Wild West roleplaying game of cowboys, rustlers, gamblers, and lawmen. Scheduled to ship in November 2006.
K2D PLI102.....$24.95

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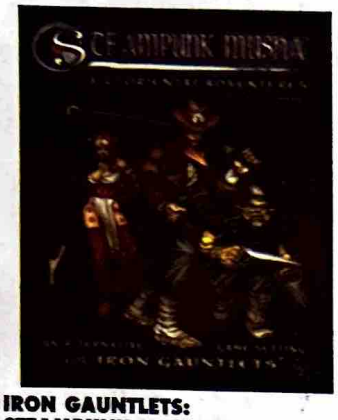

IRON GAUNTLETS: STEAMPUNK MUSHA
Enter the Victoriental feudal land of Rosuto-Shima, where its inhabitants are torn between honoring the old traditions and embracing new technologies. This alternative setting for use with *Iron Gauntlets: Heroic Fantasy Roleplaying* draws on East Asian mythology and history, coupled with Victorian-era technology. Scheduled to ship in November 2006.
K2D PLI311 ..... $24.95

PRIVATEER PRESS

HORDES MINIATURES
Scheduled to ship in November 2006.

CIRCLE ORBOROS: SHIFTING STONES (3)
PIP 72016 ..... $9.99

LEGION OF EVERBLIGHT: FORSAKEN
PIP 73018 ..... $7.99

MINION: ALTEN ASHLEY, MONSTER HUNTER
PIP 75005 ..... $9.99

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PIP 75003 ..... $9.99

SPOTLIGHT ON

MINION: FARROW BRIGANDS UNIT BOX
PIP 75002 ..... $29.99

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PIP 75004 ..... $7.99

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PIP 74019 ..... $11.99

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PIP 71017 ..... $14.99

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PIP 71018 ..... $12.99

WARMACHINE MINIATURES
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CRYX: SEA WITCH UNIT ATTACHMENT
PIP 34052 ..... $7.99

CYGNAR: TRENCHER GRENADE PORTER
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KELL BAILOCH
PIP 41034 ..... $9.99

KHADOR: WINTER GUARD ROCKETEER
PIP 33049 ..... $7.99

MANGLER HEAVY WARJACK
PIP 41007 ..... $21.99

PROTECTORATE: RECLAIMER
PIP 32044 ..... $8.99

NO QUARTER MAGAZINE #9
No Quarter Magazine is a bi-monthly, full-color magazine focusing on all Privateer Press product lines, including *Warmachine* and the *Iron Kingdoms*. Scheduled to ship in November 2006.
PIP NQ009 ..... $5.99

PUBLISHER SERVICES, INC

GAMES ON THE GO ASSORTMENT (8)
This bundle of eight popular card games includes: *Chez Geek, Spooks, My Dwarves Fly, Ingels Card Game, Breakaway Rider, BESM Anime Card Game, Dancing Dragons,* and *Spank the Monkey*. Scheduled to ship in December 2006.
PSI 10001 ..... $86.00

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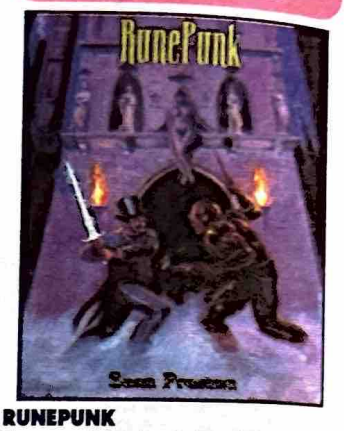

RUNEPUNK
The extradimensional city of ScatterPoint is full of shadows and steam. Discover what secrets lie within in *RunePunk*, the dark, steampunk fantasy setting where players enter an urban environment as ghosts, demons, mechanized men, ratlike folk, and the remnants of humanity in their roles as runecasters, shadowpriests, inventors, chemists, and demonologists. Designed for use with the award-winning *Savage Worlds* game system, this complete Plot Point campaign contains comprehensive rules for character creation, plus new edges, powers, adventure generators, and more! Scheduled to ship in December 2006.
S2P REB10001 ..... $34.99

REAPER MINIATURES

DARK HEAVEN 25MM HEROIC SCALE MINIATURES
Scheduled to ship in November 2006.

ASHLYN, FEMALE RANGER WITH CROSSBOW
RPR 03129 ..... $3.99

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RPR 03135 ..... $4.99

CRIMSON FIST, MALE MONK
RPR 03134 ..... $3.99

SPOTLIGHT ON

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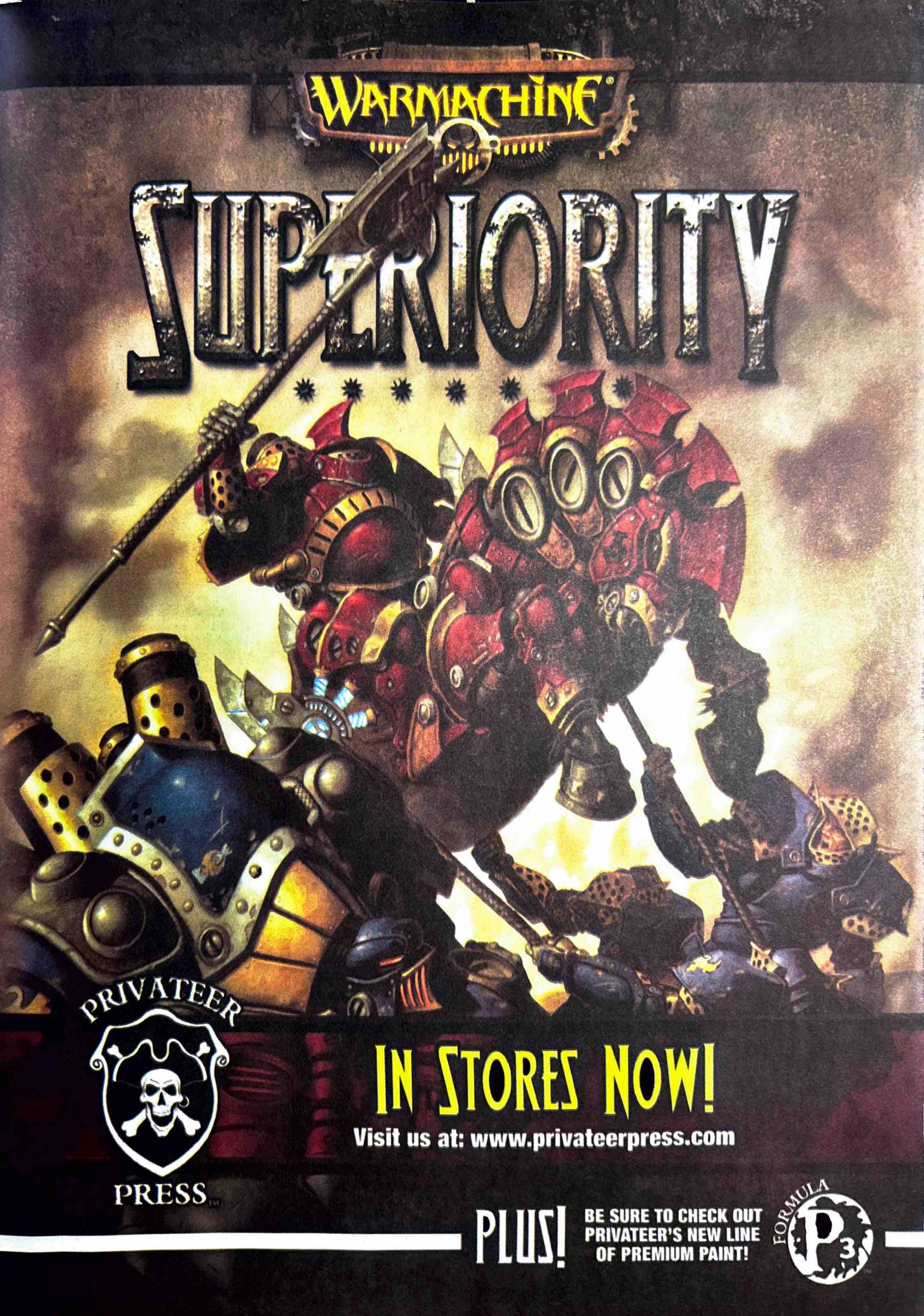
GTM's "Reaper Brings Your Character To Life" Contest Winner
RPR 03136 ..... $3.99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LOFTIS, MALE ANGEL
RPR 03132 .....$6.99

SCARLET LOTUS, FEMALE MONK
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SELA WINDSPRITE, FEMALE ELF PIRATE
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GARS NECKA, EVIL SORCERESS
RPR 14330 .....$4.49

NAGENDRA POISON SPITTERS (2)
RPR 14326 .....$9.49

NOGRIN, DWARF PIERCER
RPR 14325 .....$4.49

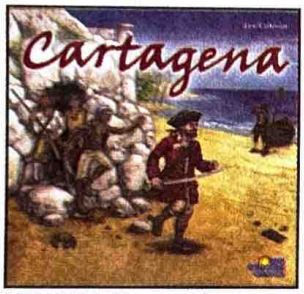
OLIVIA, FEMALE PRIESTESS
RPR 14328 .....$4.49

SPELL EFFECT: SPECTRAL MINION
RPR 14327 .....$4.49

THUGS (2)
RPR 14329 .....$7.99

RIO GRANDE GAMES

ALHAMBRA: CALIF'S TREASURE CHAMBER EXPANSION
This fourth Expansion to *Alhambra* contains treasures which, when used in the right way, can gain players additional points, and introduces Master Builders Cards, Attackers, and The Bazaars. Scheduled to ship in September 2006.
RGG 056 .....$24.95



CARTAGENA II
Recalling the legendary 1672 escape of a large group of pirates from the dreaded fortress of Cartagena, players in *Cartagena II* must successfully bring their crew of six fugitives to the end of the passage and aboard a waiting sloop to win the game. Scheduled to ship in October 2006.
RGG 300 .....$27.95

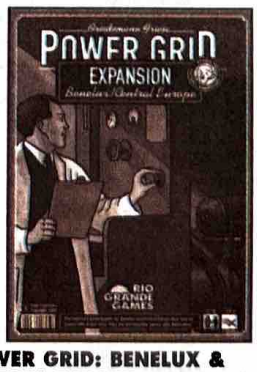
CHICKEN CHA CHA CHA: DUCKLING DANCIN' EXPANSION
It's a Chicken Yard Rumba in this expansion for *Chicken Cha Cha Cha!* The chickens are no longer dancing alone - the water-based fowl have decided to join in the fun! Not only do the chickens now compete with the ducks in the olympic dance trials, but there are now squishy obstacles to their quest to collect all the feathers. Scheduled to ship in October 2006.
RGG 299 .....$19.95

IF WISHES WERE FISHES
In this game, the fishes really can grant wishes - but you have to throw them back! Players are fishermen, trying to catch the most valuable fish and must use their wits to get the right fish to market at the right times. This is where the granting of wishes is most helpful. Just catch the fish who will grant the wish you want, throw it back, and you get your wish! Scheduled to ship in October 2006.
RGG 307 .....$29.95

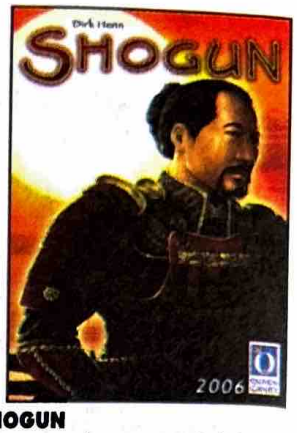
IL PRINCIPE
Players take on the roles of Italian principes (rulers) during the renaissance, striving for wealth and power by vying for influential positions in politics, trade and culture, and funding the building of cities. Scheduled to ship in October 2006.
RGG 306 .....$34.95

IMPERIAL
Europe in the age of imperialism. In *Imperial*, players represent internationally operating investors who who seek to impose their financial influence onto various nations. Only the investor who gets the best return on his investments, who gains influence over the most powerful imperial nations, and who can influence the European diplomacy to his benefit, may win the game. Scheduled to ship in October 2006.
RGG 075 .....$59.95

MEDICI VS. STROZZI
Relive the fierce competition between the two great Florentine families - Medici and Strozzi - as players compete to buy the best goods, load them on their ships, and sail away to sell them for great profits. Scheduled to ship in October 2006.
RGG 303 .....$22.95



POWER GRID: BENELUX & CENTRAL EUROPE
This expansion pack for *Power Grid* introduces two new maps - Benelux and Central Europe - as well as revised rules reflecting the power culture in these two countries. Scheduled to ship in October 2006.
RGG 305 .....$14.95



SHOGUN
This game of strategy and diplomacy is set in the Sengoku period which ends with the inception of the well-known Tokugawa Shogunate. Scheduled to ship in September 2006.
RGG 060 .....$64.95

TAJ MAHAL
Control of India at the beginning of the 18th century is up for grabs. The 200-year-long rule of the Grand Moguls has collapsed! Now is the time for the most powerful Maharishis and princes to take control of the Indian subcontinent and win influence over India, province by province, city by city, through cunning and strategy. Scheduled to ship in September 2006.
RGG 146 .....$39.95

UNDERGROUND
Build the most successful Underground lines by connecting to various destinations and enticing passengers to use your lines to travel from station to station.Scheduled to ship in October 2006.
RGG 298 .....$39.95

SABERTOOTH GAMES

THE ART OF WARHAMMER: MARK OF CHAOS
This lavish artbook features conceptual and fully rendered artwork based on Namco's computer game, *Mark of Chaos*, rooted in the grim and gothic world of *Warhammer*. Scheduled to ship in November 2006.
SAB BL871 .....$29.99

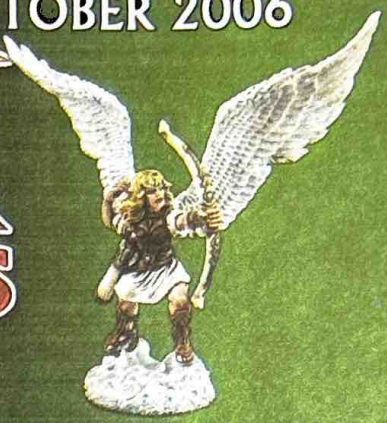
SHIPPING OCTOBER ... OCTOBER 2006

REAPER MINIATURES

3121: Abyst, Demon Lord
by Jim Johnson

3118: Dungeon Loot
by Bob Olley and Jason Wiebe

3125: Bailey Silverbell
by Werner Klocke



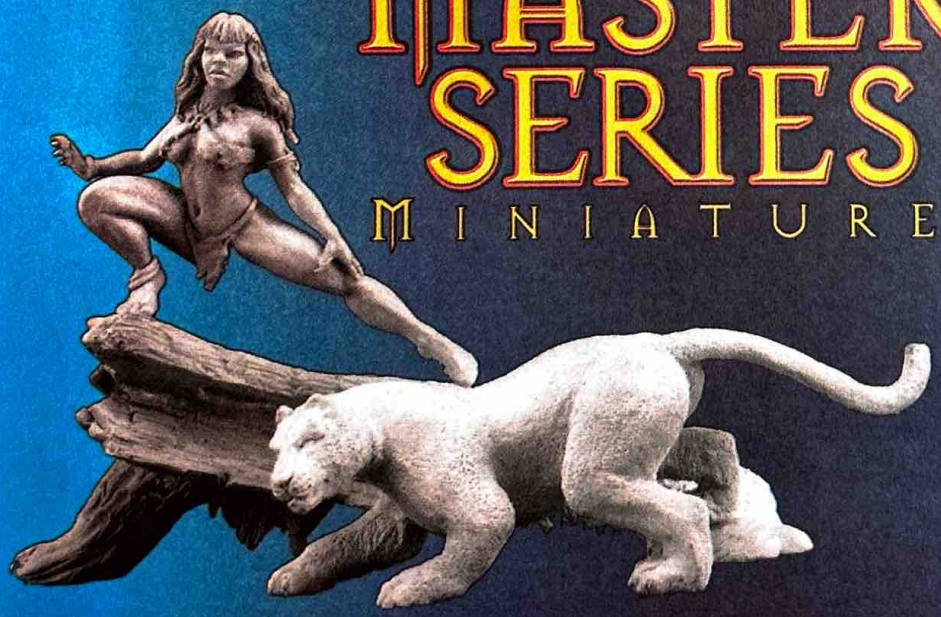
3120: Thigra, Angel
by Sandra Garrity

DARK HEAVEN LEGENDS

Sophie

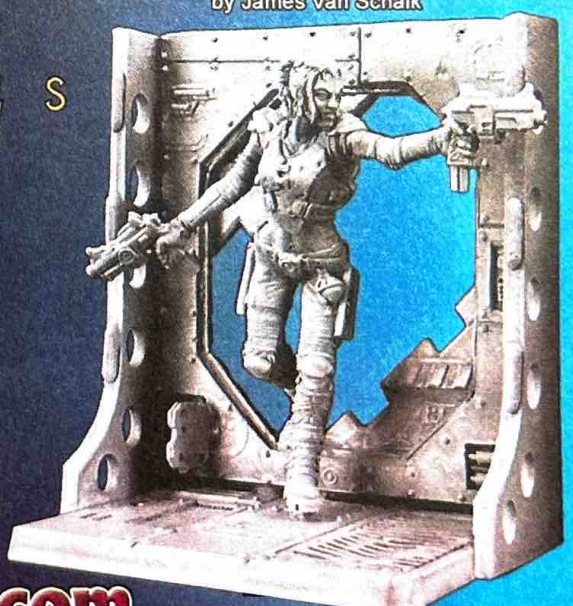
1416: 28mm Halloween Sophie
in Catgirl costume
by Bob Ridolfi

MASTER SERIES MINIATURES



30001: 54mm Queen of the Jungle
by Gene Van Horne

30002: 54mm Belladonna, Privateer
by James Van Schaik



www.reapermini.com

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SPOTLIGHT ON

UFS: SNK

Combatants Kyo, Mai, Ukyo and Haohmaru along with 12 other deadly foes and warriors from *The King of Fighters 2006* and *Samurai Shodown V* enter the collectible card game arena with this 144-card *UFS* expansion! Scheduled to ship in December 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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SAB 6090-S.....$3.29
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SAB 6100-S.....$9.99
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SAB 6100-D $79.92

UFS: STREET FIGHTER - THE NEXT LEVEL

This 90-card set brings four more skilled and deadly fighters to the *Universal Fighting System (UFS)*! How will the skills of Akuma, Dudley, Cammy, and Fei Long compare to those of their already existing opponents? Only you will know when you take the *UFS* to "The Next Level!" Scheduled to ship in December 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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SAB 6080-D $78.96
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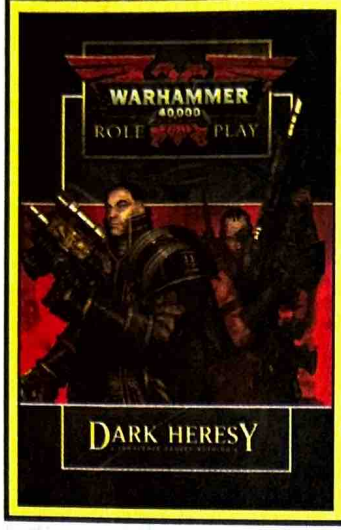
SAB 6080-S $3.29

WARHAMMER 40K RPG: DARK HERESY CHARACTER RECORD FOLIO

This color folio is a beautifully detailed, 24-page character sheet and campaign journal that allows players to record all aspects of their character, adventures, equipment, and notes. Scheduled to ship in December 2006.
SAB BL503 .....$9.99

FEATURED ITEM



WARHAMMER 40K RPG: DARK HERESY

Combining the grim darkness of the far-future with award-winning game design, *Dark Heresy* sees players take the role of an Inquisitor's retinue as they fight against the corrupt agents of Chaos! This first in a trilogy of *Warhammer 40K* RPG core rulebooks serves as an ideal introduction to the dark and gothic 41st Millennium, and is packed with evocative background, detailed rules, and an adventure to get players started. Scheduled to ship in December 2006.
SAB BL501 .....$49.99

WARHAMMER 40K RPG: GAME MASTER'S KIT

The perfect addition to every *Warhammer 40K* RPG Game Master's arsenal, this kit offers both a handy, attractive and durable reference screen as well as a comprehensive guide to running *Dark Heresy* campaigns. Scheduled to ship in December 2006.
SAB BL502 .....$19.99

WARHAMMER 40K: TALES FROM THE DARK MILLENNIUM MMPB

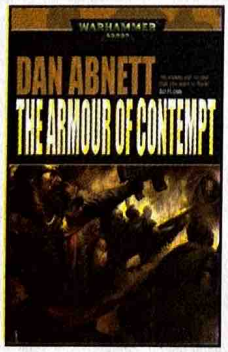
edited by Marc Gascoigne & Christian Dunn

The galaxy is ablaze as war engulfs the Pyrus Reach Sector! This series of action-packed stories set in the grim darkness of *Warhammer 40,000* features work from best-selling authors including Dan Abnett, Graham McNeill, and CS Goto. Scheduled to ship in November 2006.
SAB BL093 .....$7.99

WARHAMMER: DEATH'S LEGACY MMPB

by Sandy Mitchell

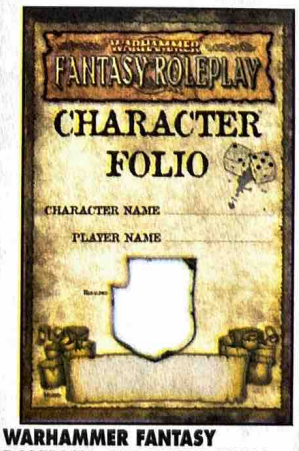
Rudi and Hanna's adventures are about to become a lot more dangerous as they seek refuge in Altdorf, capital city of the Empire! As Rudy discovers the dark secret of his family, will he ever free himself from the evil trapped in his soul? Scheduled to ship in December 2006.
SAB BL097 .....$7.99



WARHAMMER 40K: THE ARMOUR OF CONTEMPT HC

by Dan Abnett

Haunted by his lengthy missions behind enemy lines on Gereon, Commissar Ibram Gaunt heads back with the Imperial crusade army to liberate the Chaos-held planet. But Gaunt and the Tanith First-and-Only find that the brutality of the 'liberation' pitches them into opposition with their commanders, who believe victory must be achieved at any price, no matter how cruel! Scheduled to ship in December 2006.
SAB BL096 .....$19.99

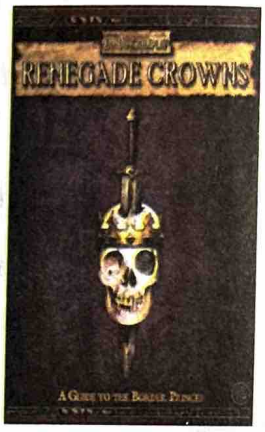


WARHAMMER FANTASY ROLEPLAY: CHARACTER FOLIO

Scheduled to ship in November 2006.
SAB BL021 .....$6.99

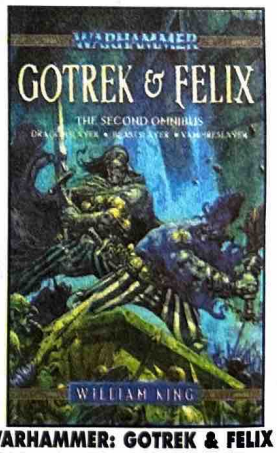
WARHAMMER FANTASY ROLEPLAY: GAME MASTERS TOOL KIT

This handy tool kit comes complete with a durable reference screen and a helpful guide to creating and running *Warhammer Fantasy Roleplay* adventures. Scheduled to ship in November 2006.
SAB BL020 .....$19.99



WARHAMMER FANTASY ROLEPLAY: RENEGADE CROWNS HC

Create your own kingdom, or simply steal someone else's! This comprehensive guide to the ever-changing lands of the Border Princes contains full background material, history, new careers, and expanded rules unique to the region. Scheduled to ship in December 2006.
SAB BL019 .....$29.99



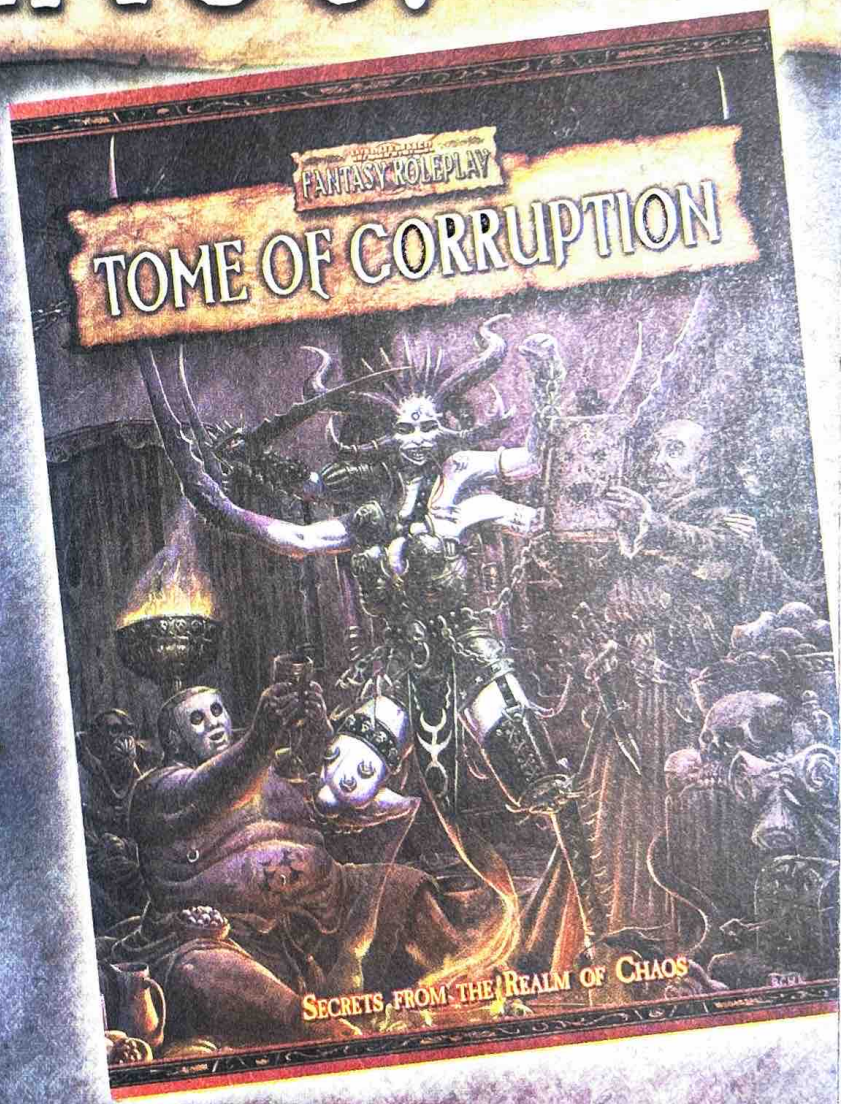
WARHAMMER: GOTREK & FELIX SECOND OMNIBUS TP

by William King

This bumper edition to the Gotrek & Felix series includes *Beastslayer*, *Vampireslayer*, and *Giantslayer*. Scheduled to ship in November 2006.
SAB BL612 .....$10.99

WARHAMMER FANTASY ROLEPLAY

ARM YOURSELF AGAINST THE DARK FORCES OF CHAOS!



The four Chaos powers are explored in lavish detail in this superb expansive sourcebook.

Indispensible for players and Game Masters, this mighty tome is packed with a wealth of information, maps, mutation tables, Chaos creatures and much more!

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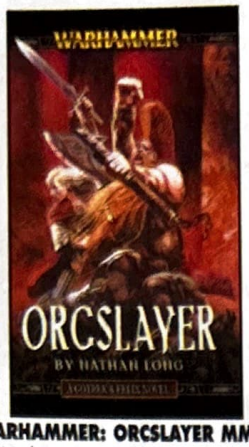
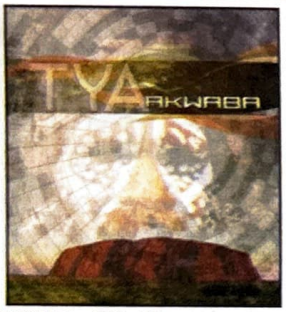
WARHAMMER: MARK OF CHAOS MMPB
by Anthony Reynolds
The dark forces of Chaos are an ever-present threat to the civilized lands of the Empire. Their regular incursions call for mankind to defend its life to the last man if necessary, and serves as a crucible where heroes are made and legends are born! When a young commander is caught up in this carnage of war, he must prove his honor by tracking down and destroying one the most feared enemy leaders!Scheduled to ship in November 2006.
SAB BL095 .....$7.99

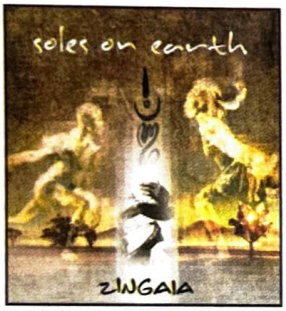


WARHAMMER: ORCSLAYER MMPB
by Nathan Long
Heroic duo Gotrek and Felix arrive back on the southern coast of the Old World to discover that the orcs are running rampant. To honor an ancient pledge, Gotrek agrees to help a dwarf prince reclaim his hold from the savage greenskin invaders who have overrun it, but our intrepid heroes find more than they bargain for in the cold depths of the mountains. Scheduled to ship in November 2006.
SAB BL094 .....$7.99

SEQUOIA RECORDS



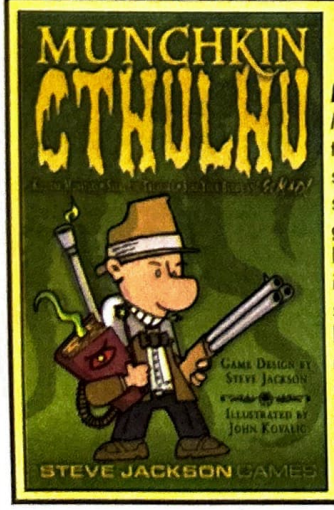
AKWABA - TYA CD
Feel the pulse and come home to the Earth's ancient roots! Described as Enigma meets Deep Forest, Tya's enticing world-trance sound of indigenous voices blended with modern grooves is both deep and uplifting. Scheduled to ship in December 2006.
SQR X115.....$15.98



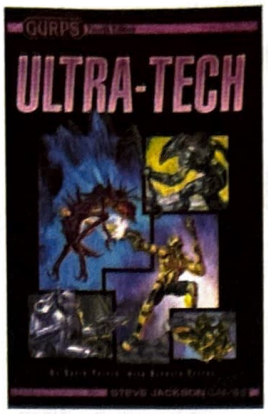
SOLES ON EARTH - ZINGAIA CD
Sensual African, Middle-Eastern and Indian rhythms, ecstatic global instruments, and exotic voices come together in an irresistibly cool techno-tribal sound by musical mastermind Michael Breene of Zingaia. Scheduled to ship in December 2006.
SQR X114.....$15.98

STEVE JACKSON GAMES

FEATURED ITEM



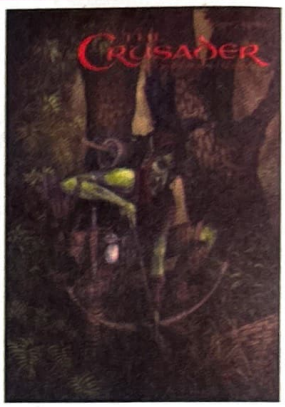
MUNCHKIN CTHULHU
Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and supervillains. Now they face their greatest foe - Cthulhu! Lampooning Lovecraft's Mythos and the horror gaming that surrounds it, this 168-card, standalone expansion to the *Munchkin* line allows players to summon classic monsters from outside reality - and kill them, level up, and loot! Scheduled to ship in December 2006.
SJG 1447 .....$24.95



GURPS 4TH EDITION ULTRA-TECH: WEAPONS, VEHICLES & GADGETS
From living biosuits, computer implants, holographic projectors, and psionic amplifiers, to neutrino communicators, nanofactories, hyperspectral goggles, and Dyson spheres, this invaluable companion to GURPS Space, GURPS Bio-Tech, and GURPS Infinite Worlds features extensive information on advanced technologies for cybernetics, equipment, weapons, armor, transports, and more - there's something for every adventure at every tech level! Scheduled to ship in December 2006.
RES. from *GTM* #76
SJG 01-0104 .....$34.95

TROLL LORD GAMES

CRUSADER: THE JOURNAL OF THE INTREPID ADVENTURER V2 #6
Crusader brings readers a plethora of useful articles, game design notes, and roleplaying tips for *Castles & Crusades*, as well as original fiction and poetry, and artist spotlights. Scheduled to ship in December 2006.
IMP TLG1105.....$3.50



THE UPPER DECK COMPANY

DC COMICS VS. SYSTEM TCG: LEGION OF SUPER HEROES
At the dawn of the 31st Century, the Legion of Super-Heroes protects the United Planets from the perils of the future. The Legionnaires, joined by the Teen Titans, battle the forces of Darkseids' Elite, the Fatal Five, and other future foes in this 220-card expansion to the DC *Comics* TCG! 14 cards per booster pack / 24 packs per display. Scheduled to ship in December 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (24)
UDC 44002-D .....PI
BOOSTER PACK
UDC 44002-S .....PI

MARVEL TCG: MARVEL TEAM-UP
Spider-Man and his amazing friends join forces with the Defenders and Wild Pack as they do battle with the Sinister Syndicate and the nefarious forces of the Underworld! Do you have what it takes to be a true believer? Featuring top Marvel characters including Spider-Man, Dr. Strange, Doc Ock, Venom, and Daredevil, and fully compatible with all *Vs. System* trading card games, this 220-card expansion to the *Marvel* TCG is offered in 14-card boosters packed in 24-count displays. Scheduled to ship in December 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (24)
UDC 51475-D .....PI
BOOSTER PACK
UDC 51475-S .....PI

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ILLUSTRATED BY
JOHN KOVALIC

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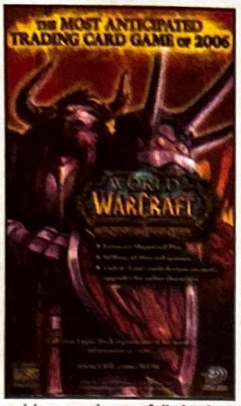


WORLD OF WARCRAFT TCG: HEROES OF AZEROTH

Horns blaze across the Eastern Kingdoms, calling the Alliance to arms. The drums of Durotar hasten the Horde to prepare for the looming conflict ahead. Glorious battles, prized treasures and dominion over all of Azeroth are on the table! Heroes will be made. Legends will be written. Heed the Call! Upper Deck and Blizzard Entertainment have joined forces to unleash the *World of Warcraft* trading card game! Play as your favorite class and race! Experience clever new multiplayer gameplay! Form a raiding party to defeat the deckmaster's ultra-powerful Raid Deck! Discover uniquely-coded rare "Loot" cards featuring cosmetic upgrades for your *World of Warcraft* online character! The *World of Warcraft* TCG is introduced in 64-card stater decks offered in 6-count displays, and 15-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RES. from *GTM* #75

BOOSTER DISPLAY (24) UDC 48294-D ..... PI

STARTER DISPLAY (6) UDC 48000-D ..... PI

WORLD OF WARCRAFT CCG: ONYXIA'S LAIR RAID DECK DISPLAY (6)

In the charred, desolate Wyrmbog, deep in Dustwallow Marsh, lies the lair of the black dragon Onyxia. Many bands of heroes have journeyed there, only to fall under the dragon's claw! Limited-edition *Raid Decks* open up a whole new facet to the *World of Warcraft* TCG, as one player takes on the role of Onyxia and faces the latest group of heroes brave enough to challenge the Black Dragonflight! This expansion set requires players to build their raid parties using cards from the World of Warcraft TCG: Heroes of Azeroth set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RES. from *GTM* #77

RAID DECK DISPLAY UDC 48413-D ..... PI

RAID DECK UDC 48413-S ..... PI

SPOTLIGHT ON

YU-GI-OH! TCG: CYBERDARK IMPACT

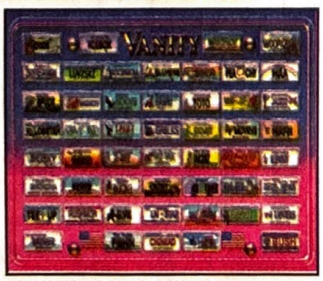
Battle with Zane's powerful new Cyberdark Monsters! Unleash deadly and forbidden effects by mastering the chain! Hail the return of LV Monsters that grow stronger as you duel! Boasting 10 new cards from the *Yu-Gi-Oh! GX* series, this 60-card expansion for the *Yu-Gi-Oh!* TCG is offered in 9-card boosters packed in 24-count displays. Scheduled to ship in November 2006. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (24)
UDC 47158-D ..... PI

BOOSTER PACK
UDC 47158-S ..... PI

WHITE MOUNTAIN PUZZLES

THE MUSIC ROOM PUZZLE
Scheduled to ship in December 2006.
WMP 171 ..... $14.95



VANITY PLATES PUZZLE
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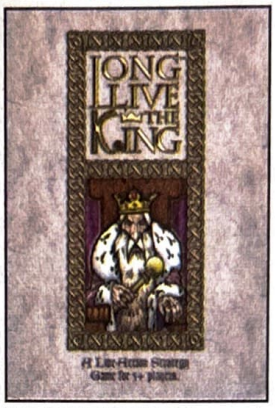
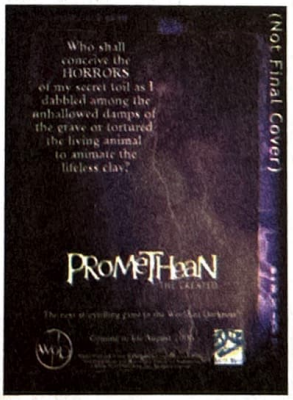
WMP 240 ..... $14.95

WORLD OF HORSES PUZZLE
Scheduled to ship in December 2006.
WMP 165 ..... $14.95

WHITE WOLF PUBLISHING



LONG LIVE THE KING
Long Live the King is a dynamic new game that marries the diabolical treachery and scheming of the best strategic board games with the pomp and circumstance of the most elaborate live-action games. In the role of an ailing king, the gamemaster plays an actual role while up to seven other major players vie to place themselves in a position to rule the kingdom when the king finally keels over. Scheduled to ship in December 2006.
WWP 05160 ..... $24.99


Who shall conceive the HORRORS of my secret toil as I dabbled among the unhallowed damps of the grave or tortured the living animal to animate the lifeless clay?
(Not Final Cover)
PROMETHEAN
THE CREATED

PROMETHEAN PLAYER'S GUIDE
This chronicle book for *Promethean: The Created* offers a detailed discussion of each of the Lineages and Refinements, including new Transmutations and Bestowments. Scheduled to ship in December 2006.
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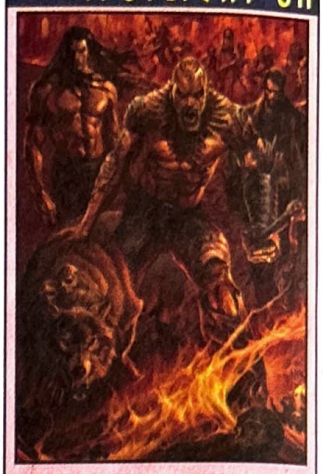
SPOTLIGHT ON



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WWP 30110 ..... $29.99

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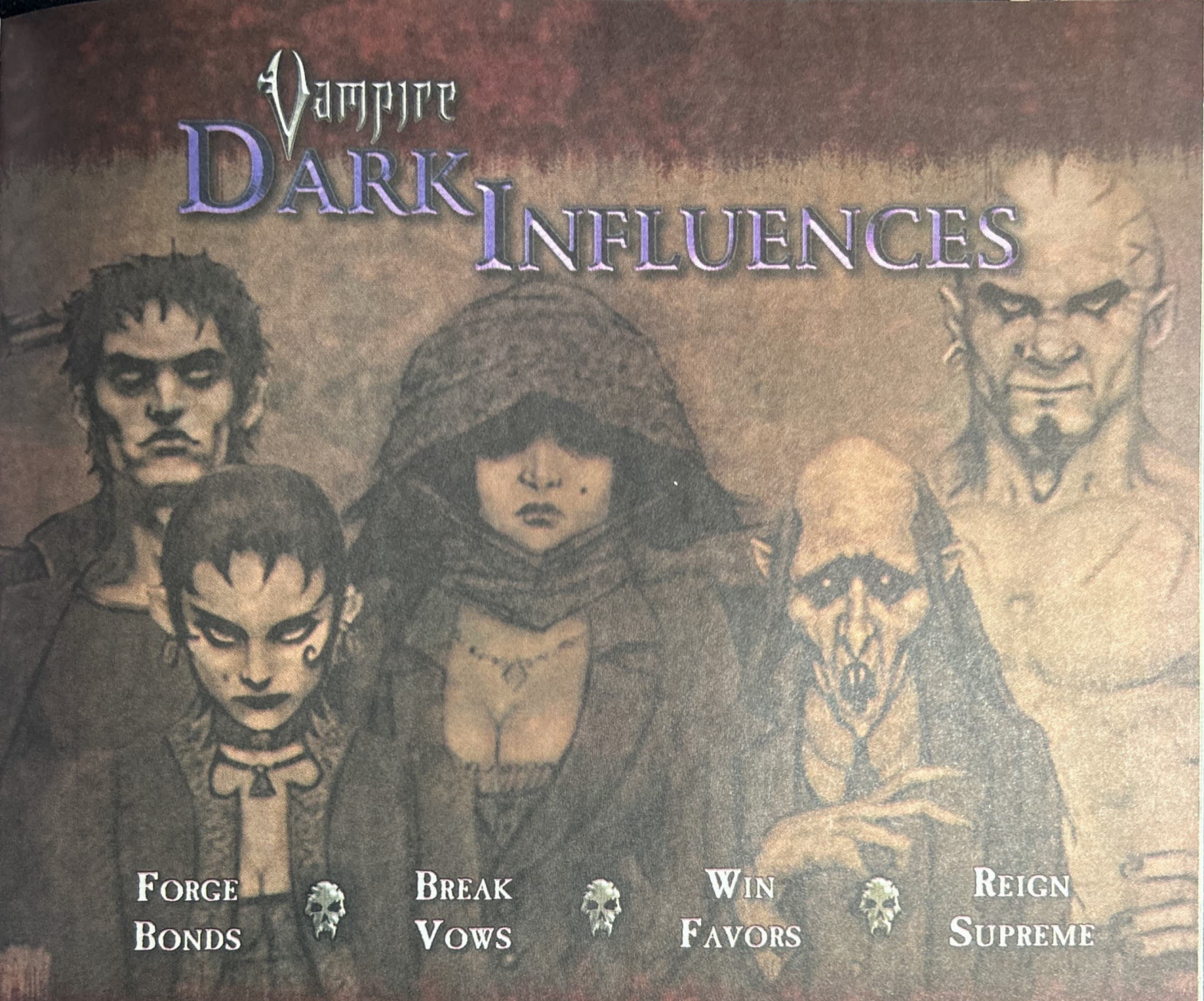

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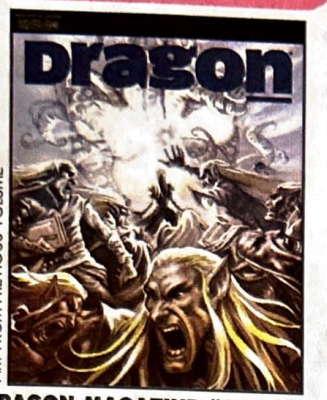
WIZARDS OF THE COAST

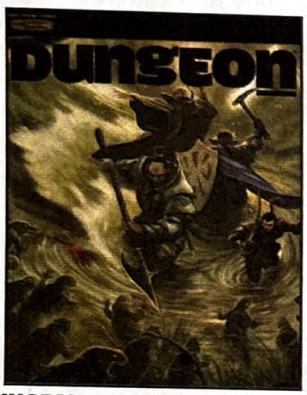


ART FROM PREVIOUS VOLUME

DRAGON MAGAZINE #352

Dragon is the official source of information regarding all aspects of the *Dungeons & Dragons* hobby and provides *D&D* players with the tools, utilities, and excitement they need to raise the level of their play experience. Scheduled to ship in December 2006.

TSR 82352 .....$7.99



ART FROM PREVIOUS VOLUME

DUNGEON MAGAZINE #143

The premiere magazine for Dungeon Masters, *Dungeon* features official *D&D* adventures, maps and other necessary tools. Scheduled to ship in December 2006.

TSR 82143 .....$7.99

DUNGEONS & DRAGONS: FANTASTIC LOCATIONS - THE FROSTFELL RIFT

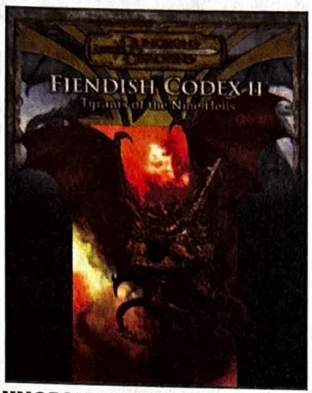
Fantastic Locations: The Frostfell Rift provides two double-sided poster maps designed for use with *D&D Miniatures*, plus an encounter booklet for RPG campaigns. The maps showcase exciting planar environments, including the icy Frostfell Rift, while the encounter booklet illustrates how Dungeon Masters can incorporate the maps in their *D&D* roleplaying campaigns. Scheduled to ship in December 2006.

TSR 9575574 .....$14.95

DUNGEONS & DRAGONS: DUNGEON TILES 2 - ARCANE CORRIDORS

These illustrated cardstock terrain tiles designed for use with the *Dungeons & Dragons* roleplaying game offers Dungeon Masters an easy-to-use and inexpensive way to include great-looking terrain in their campaigns. Each *Dungeon Tiles* accessory contains six double-sided sheets of die cut terrain tiles printed on heavy cardstock. Scheduled to ship in November 2006.

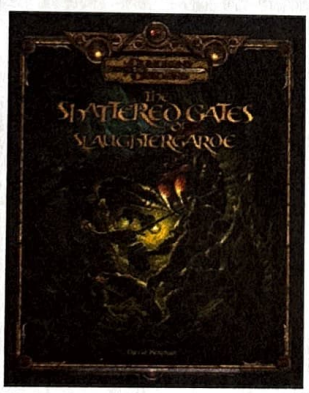
TSR 9573074 .....$9.95



DUNGEONS & DRAGONS: FIENDISH CODEX II - TYRANTS OF THE NINE HELLS

Fell Legions and insidious plots await in this *D&D* supplement presenting the definitive treatise on devils and their malefic home. Along with information about the physiology, psychology, society, and schemes of the devils themselves, you'll find feats, spells, items, and tactics commonly employed by these infernal creatures and those who oppose them. This book also provides detailed information on various devils, archdevils, and the layers of the Nine Hells. Scheduled to ship in December 2006.

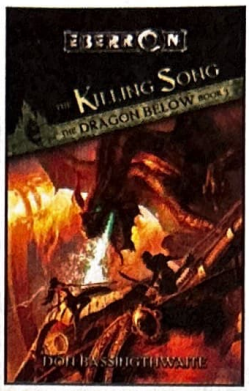
TSR 9538772 .....$29.95



DUNGEONS & DRAGONS: THE SHATTERED GATES OF SLAUGHTERGARDE

Centuries ago, armies of men, angels, elves, and dwarves fought and defeated a rampaging demon horde, banished its demon prince, and tore Slaughtergarde apart, hurling it back into the Abyss. Yet, aspects of the fortress remained embedded beneath the Valley of Obelisks, buried for all time. Now, malign forces have found Slaughtergarde's dark chambers, toiling ceaselessly to restore the magic gates that will reconnect Slaughtergarde to the Abyss, and threatening to unleash a new demon horde to rampage across the world! A *Dungeons & Dragons* adventure designed for characters of levels 2-7. Scheduled to ship in December 2006.

TSR 9579874 .....$24.95



EBERRON: THE KILLING SONG MMPB

by Don Bassingthwaite

Sealed away for ages, a forgotten horror reaches out for new power, and three heroes know the danger. As a dragon rises, can their struggle succeed? Or, will they fall to madness and the music of the Killing Song? *The Killing Song* is the concluding chapter in author Don Bassingthwaite's *The Dragon Below* Trilogy. Scheduled to ship in December 2006.

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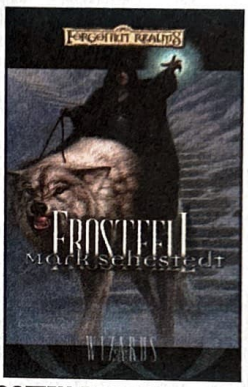
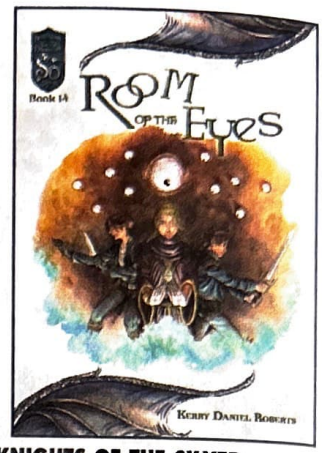


FORGOTTEN REALMS: FROSTFELL MMPB

Scheduled to ship in December 2006.

TSR 9591174 .....$6.99



KNIGHTS OF THE SILVER DRAGON: ROOM OF THE EYES MMPB (YOUNG READER)

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Command & Strategy Magazine	Q	KODT: Everknights	B
Dork Tower	B	KODT: Illustrated	M
Dragon Magazine	M	KODT: Tales From The Vault	I
Dungeon Magazine	M	Knucklebones Magazine	B
Eden Studio Presents	B	Miniature Wargames	M
Fire & Movement Magazine	I	Nodwick	B
Games International	I	PS238	B
Game Trade Magazine	M	Rifter	Q
Hackjournal	Q	Scrye Magazine	M
Harbinger Magazine	M	Strategy & Tactics	B
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ANIME

FEATURED ITEM

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From VIZ Media! Taking on the Afterlife, one soul at a time! Fifteen-year-old Ichigo Kurosaki never asked for the ability to see ghosts — he was born with the gift. When his family is attacked by a Hollow — a malevolent lost soul — Ichigo encounters a Soul Reaper and absorbs her powers! Now, he's dedicating his life to protecting the innocent and helping tortured souls find peace! Approximate running time: 100 minutes. Scheduled to ship in November 2006. **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.

DVD (VIZ 23549-7) $24.98

DISGAEA VOLUME 1: THE AWAKENING DVD

From Geneon Entertainment! So... you wake up one day after a two-year nap and discover that your father is dead. What do you do? Take over his kingdom and rule with an iron fist, of course! Laharl may be new to the whole Overlord scene, but with the help of the demon-girl Etna and the angel-ditz Flonne, he's going to be the best ruler the Netherworld's ever seen! Approximate running time: 100 minutes. Scheduled to ship in December 2006.

VOL. 1—DVD
(GNE 12865) $29.98
VOL. 1—DVD W/ART BOX
(GNE 12864) $39.98

ELEMENTAL GELADE VOLUME 4: DISCOVERY DVD

From Geneon Entertainment! Cou, the bumbling rookie of the "Red Lynx" sky pirate squadron, has just discovered the treasure of a lifetime: Ren, a mighty member of the ancient race of Edel Raids. When he takes it upon himself to protect Ren on her journey to the mysterious region Edel Garden, Cou quickly makes new friends and even more dangerous enemies! Approximate running time: 100 minutes. Scheduled to ship in December 2006.

DVD
(GNE 12731) $29.98

BLACK CAT VOLUME 1 DVD UNCUT

From Funimation Productions, Inc.! Train Heartnet, also known as the "Black Cat," is an infamous assassin for the secret organization Chronos... that is, until he meets bounty hunter Saya, and abandons his cold-blooded existence by joining her cause as a flamboyant "sweeper." But Train's vicious past is never far behind! Scheduled to ship in December 2006. **NOTE:** Not available in Canada.

STANDARD EDITION—DVD
(FUN TBA008) $29.98
STARTER SET—DVD
(FUN TBA009) $39.98

ART FROM PREVIOUS VOLUME

BOOGIEPOP PHANTOM TV SERIES & LIVE-ACTION MOVIE DVD THINPAK

From Right Stuf International, Inc.! Based on the best-selling *Boogiepop* novels by Kouhei Kadono, *Boogiepop* is a brilliant masterpiece of a psycho-thriller that delves into the darkest depths of the human condition and exposes it. This new *Boogiepop* Thinpak Collection contains both the original 13-episode anime TV series, as well as its live-action counterpart movie, *Boogiepop and Others*. Approximate running time: 518 minutes. Scheduled to ship in December 2006. (C: 0-1-2) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.

DVD
(RST RDVD2019) $49.99

SPOTLIGHT ON

ERGO PROXY VOLUME 1: AWAKENING DVD

From Geneon Entertainment! The domed city of Romd is an impenetrable would-be utopia where humans and robots coexist and everything is under complete government control — or so it appears. While working on a mysterious murder case, Re-l Mayer, a female detective from the Civilian Intelligence Office, receives a foreboding message that something is going to "awaken." As Re-l attempts to unlock this spiraling mystery, a metaphysical battle cry leads her to the unknown outside world! Approximate running time: 100 minutes. Scheduled to ship in November 2006. (C: 1-0-0) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.

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(GNE 12910) $29.98
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(GNE 13909) $39.98

FATE/STAY NIGHT VOLUME 1 DVD

From Geneon Entertainment! Fate/Stay Night follows the harrowing exploits of high-school student and fledgling sorcerer Shiro Emiya, who has devoted his life and craft to fulfilling his dying father's dream of becoming a true hero of justice, even as he's inadvertently thrust into the Holy Grail War — a quest for possession of an ancient, spiritual relic said to grant the bearer's fondest wish! Approximate running time: 100 minutes. Scheduled to ship in December 2006.

STANDARD EDITION—DVD
(GNE 12871) $29.98
LIMITED EDITION—DVD
(GNE 12870) $39.98

COMIC PARTY DVD THINPAK COLLECTION

From Right Stuf International, Inc.! Destiny or delusion? It's a hilarious rollercoaster of laughter and confusion when Taishi, the ultimate otaku, drags his friend Kazuki into the swirling world of ambition, hatred, and love — the world of fan comics! This DVD Thinpak collects all 13 original episodes of *Comic Party*. Approximate running time: 463 minutes. Scheduled to ship in December 2006. (C: 0-1-2) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.

DVD (RST RDVD2017) $49.99

FIGHTING SPIRIT VOLUME 15: ONE STEP FURTHER DVD
From Geneon Entertainment! Approximate running time: 115 minutes. Scheduled to ship in December 2006.
DVD
(GNE 12228) $29.98

ART FROM PREVIOUS VOLUME

FLAME OF RECCA VOLUME 10 DVD
From VIZ Media! Recca meets a mysterious old man who teaches him a valuable lesson about his fire dragons, preparing him for the final showdown against Kurei that's been burning for 400 years! Approximate running time: 125 minutes. Scheduled to ship in January 2007.
DVD
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From ADV Films! Sousuke and Kaname are back in action! And this time, the battleground is the school ground! High-yield explosives and hilarity come together with a bang, as the somber soldier and his unwitting target brave everything from lovesick terrorists to an unforgiving teacher who is bent on revenge! Scheduled to ship in December 2006.
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(ADV DFMFBX2) $49.98

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From Manga Entertainment! When the Prime Minister is taken into custody, Aramaki and Togusa work to get to her so they can prevent a nuclear attack! Approximate running time: 120 minutes. Scheduled to ship in December 2006. **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.
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From Right Stuf International, Inc.! All Shuichi ever dreamed about was following in the footsteps of his pop idol, Ryuichi Sakuma and the band Nittle Grasper. Together with his best friend Hiro, Shuichi's formed a band called Bad Luck and they've even managed to get signed to a major recording label! This DVD Thinpak contains all 13 episode of *Gravitation*. Approximate running time: 325 minutes. Scheduled to ship in December 2006. (C: 0-1-2) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.
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(RST RDVD2015).....$59.99

HARE+GUU VOLUME 6 DVD UNCUT
From Funimation Productions, Inc.! Ten-year-old Hare enjoys a peaceful life, until his mother adopts an orphan girl named Guu — a pan-dimensional, mind-reading, magic-using monster with a sarcastic wit, an unlimited appetite, and a taste for driving Hare insane! Scheduled to ship in December 2006. **NOTE:** Not available in Canada.
DVD
(FUN AN-HG06).....$29.98

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HIKARU NO GO VOLUME 6 DVD
From VIZ Media! Hikaru continues to chase rival Akira Toya, developing his Go skills so he can one day beat him without the help of his ghostly mentor, Sai. Approximate running time: 100 minutes. Scheduled to ship in January 2007.
DVD
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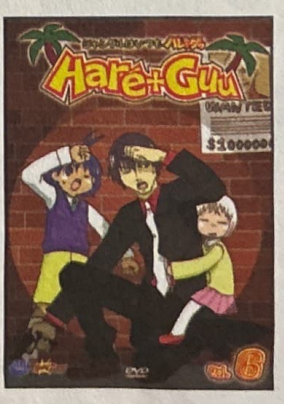
ART FROM PREVIOUS VOLUME

HIS AND HER CIRCUMSTANCES DVD THINPAK COLLECTION
From Right Stuf International, Inc.! Like a drug, Yukino Miyazawa was addicted to admiration and praise from those around her. But that was before... him! Souichirou Arima! Without even trying, he snatched the very glory from her hands by easily acing the high school entrance exam that should have made her the class representative. To take back what is rightfully hers, Yukino is putting all her efforts into plotting her revenge; but was love part of the plan? This DVD Thinpak contains episodes 1-26 of *His and Her Circumstances*. Approximate running time: 780 minutes. Scheduled to ship in December 2006. (C: 0-1-2) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.
DVD
(RST RDVD2016).....$59.99



KAMICHU! VOLUME 4: HOLIDAY CONFESSIONS DVD
From Geneon Entertainment! When little Yurie, a junior high school student, suddenly discovers that she's a "god," she takes it upon herself to exploring what it means to be a god and struggles to properly fulfill all the responsibilities it entails. From finding stray gods to dealing with Martians, her life is about to become more than ordinary! Approximate running time: 100 minutes. Scheduled to ship in December 2006.
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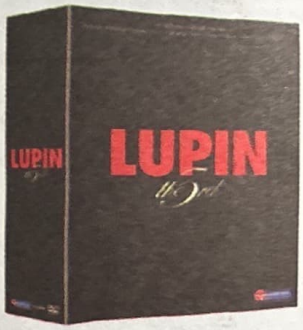
(GNE 12722) $29.98

KODOCHA VOLUME 10 DVD UNCUT
From Funimation Productions, Inc.! Sana Kurata may be a famous TV star, but her life is anything but perfect! *Kodocha* revolves around 11-year-old child star Sana who must contend with both the problems of being an ordinary student and the hassles of celebrity status. Scheduled to ship in December 2006. **NOTE:** Not available in Canada.
DVD
(FUN FN-08566) $29.98



LUPIN THE THIRD 6-10 MOVIE PACK DVD UNCUT
From Funimation Productions, Inc.! This DVD set contains the following *Lupin the 3rd* animated movies: *Movie 6: Island of Assassins; Farewell to Nostradamus Movie 7: Farewell to Nostradamus; Movie 8: Crisis in Tokyo; Movie 9: Columbus Files;* and *Movie 10: Missed by a Dollar*. Scheduled to ship in December 2006. **NOTE:** Not available in Canada.
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From ADV Films! The Zentraedi are coming! Strap into your Veritech and get ready for the ride of your life! Fully restored and remastered, this volume of *Macross* features an all-new English dub boasting top voice talent. Approximate running time: 125 minutes. Scheduled to ship in December 2006.
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From ADV Films! Follow the musical (and hilarious!) antics of the Nerima Daikon Brothers — a burgeoning band of misfits comprised of Hideki, Ichiro, Mako, and their panda prodigy, Pandaikon! Scheduled to ship in December 2006.
MATURE THEMES
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(ADV DNDB001) $29.98

PAPUWA VOLUME 3: TROPICAL TRIATHLON DVD
From ADV Films! Kataro finds himself stranded on a remote island with no memory of how he got there. Now under the questionable care of the young Papua, Kataro begins his new life of bizarre adventures in a world of transvestite fish, fruity pink dinosaurs, and hallucination-inducing poisonous mushrooms — and an army of assassins aimed at kidnapping him! Approximate running time: 125 minutes. Scheduled to ship in December 2006.
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(ADV DPA003) $29.98

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From Right Stuf International, Inc.! Unlock the music within your heart! Miu Nomura once loved to play the piano. Now an introverted teenager, she has become too shy to express her feelings - even through her music. When Miu develops a crush on upperclassman Takahashi, her piano teacher, Mr. Shirakawa, notices a sudden and remarkable change in Miu's playing! Each set also includes a special 12-page *Piano: The Melody of a Young Girl's Heart* Booklet! Approximate running time: 240 minutes. Scheduled to ship in December 2006. (C: 0-1-2) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.
DVD
(RST RDVD2107).....$59.99

MOUSE COMPLETE COLLECTION DVD
From AnimeWorks! 20-year-old Sorata is an art instructor with a secret — he's also the internationally infamous thief Mouse, and he's a shameless flirt to boot! Assisted by his three gorgeous, busty attendants — Mei Momozono the math teacher, Hazuki Kakio the PE teacher, and Yayoi Kuribayashi the school nurse — there's nothing Mouse cannot snatch! Scheduled to ship in December 2006.
MATURE THEMES
DVD (x2)
(MDB AWD-0668) $29.95

NINJA NONSENSE VOLUMES 2 & 3 DVDS
From Right Stuf International, Inc.! It's Super Explosive Pervy Ninja Insanity! Take one totally cute (and naive) ninja-girl trainee, a horde of ninjas under the perverse tutelage of her headmaster: a strange, yellow, spherically pudgy... *creature*... named Onsokumaru, and you get the craziest, most hilarious anime show ever invented! Approximate running time: 90 minutes. Scheduled to ship in December 2006. (C: 0-1-2) **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.
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(RST RDVD8063).....$29.99

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From Geneon Entertainment! When Yukari, a beautiful, studious high school student, discovers "Paradise Kiss," a flamboyant group of students hailing from the Yazawa School of Design, she learns that there's more to life than schoolwork. Approximate running time: 100 minutes. Scheduled to ship in December 2006. **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops.
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VOL. 1—DVD
(GNE 12923) $29.98
VOL. 1—DVD W/ART BOX
(GNE 12922) $39.98

ART FROM PREVIOUS VOLUME

NARUTO VOLUME 8 DVD
From VIZ Media! Deep inside the Forest of Death, Naruto, Sasuke and Sakura take on more than they can handle when they're attacked by the Grass Ninja. Do these three plucky Genin have what it takes to stop the Grass Ninja's powerful ninjutsu? Approximate running time: 88 minutes. Scheduled to ship in January 2007.
DVD
(VIZ 23536-7).....$19.98

PANIPONI DASH! VOLUME 1 DVD
From ADV Films! Join Rebecca "Becky" Miyamoto and her zany class of delinquents for high-school hi-jinks as they parody and poke fun at Japanese pop-culture! Scheduled to ship in December 2006.
DVD
(ADV DPPD001).....$29.98

SAIYUKI RELOAD GUNLOCK VOLUME 5 DVD
From Geneon Entertainment! It seems impossible for Sanzo, Goku, Gojyo and Hakkai to get rid of Hazel's attentions, and the group gets more irritated by the second. But, when Lirin arrives on the scene, complicating matters, if Hazel detests all demons, what will he do to Lirin? Approximate running time: 100 minutes. Scheduled to ship in December 2006.
DVD (GNE 12588).....$29.98

SPOTLIGHT ON

RUMBLING HEARTS VOLUME 1 DVD UNCUT
From Funimation Productions, Inc.! High school romance blossoms as young Takayuki is inadvertently thrust into a perplexing love triangle with fellow schoolmates Haruka and Mitsuki in *Rumbling Hearts*! Scheduled to ship in December 2006. **NOTE:** Not available in Canada.
STANDARD EDITION—DVD
(FUN FN-02342) $29.98
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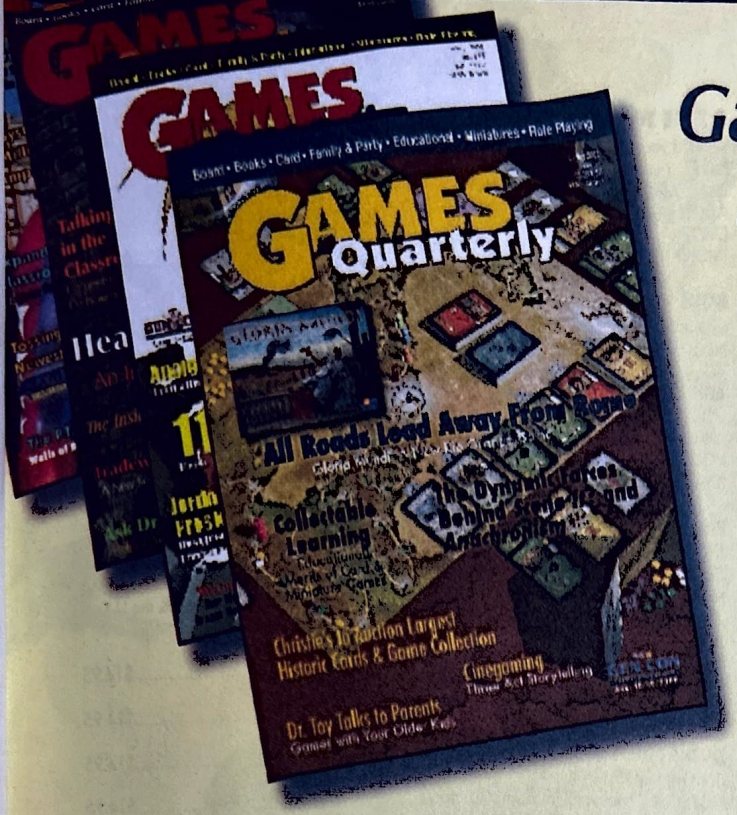
(FUN FN-02340) $39.98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From AnimeWorks! In the near future, the evil alien Radam have besieged the Earth, gaining control of the enormous Orbital Ring that surrounds the planet, and raining down mysterious spores that fill the Earth with alien plants! When Aki and Noal, two pilots from the Outer Space Development Group, discover one of the alien lieutenants who has crashed landed on Earth, the stranger claims to have no memory, and is determined to fight to protect humanity! Now known only as D-Boy, he appears to be a normal human — that is until he transforms into the bio-mechanical warrior, Tekkaman Blade! This DVD collects episodes 1-16 of *Tekkaman Blade*. Scheduled to ship in December 2006.
DVD (MDB AWD-0667).....$29.95

TRINITY BLOOD VOLUME 3 DVD UNCUT
From Funimation Productions, Inc.! Centuries ago, man's Armageddon birthed the vampires' wrath. Faced with the fierce vampire threat, humanity's last hope resides solely in a new breed of hunter operating under the Vatican's authority: Abel Nightroad, a lethal executioner and powerful Krusnik — vampiric beings that feed upon the blood of other vampires! Scheduled to ship in December 2006. **NOTE:** Not available in Canada.
STANDARD EDITION—DVD
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LIMITED EDITION—DVD
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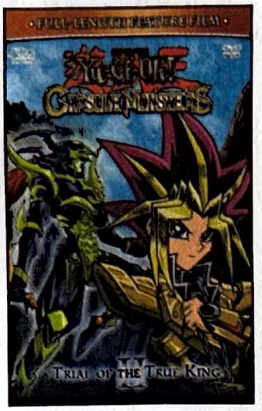

YU-GI-OH! CAPSULE MONSTERS MOVIE 2: TRIAL OF THE TRUE KING DVD
From Funimation Productions, Inc.! In a remote area thousands of miles from Egypt lies a great pyramid that contains an incredible secret: a portal to another dimension! The World of the Capsule Monsters! It's a battle for survival as Yugi trades in his Duel Disk for a Capsule Shooter in a life-threatening challenge that is so much more than just a game! Scheduled to ship in December 2006. **NOTE:** This item may be available through other retail outlets before shipping to comic book specialty shops. **NOTE:** Not available in Canada.
DVD
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THE WORLD OF MAGIC KNIGHT RAYEARTH DVD BOXED SET
From AnimeWorks! Step into a world where willpower determines everything, and your beliefs become magic! Granted a quest unlike anything they have encountered in school, three girls from Tokyo — Hikaru, Umi and Fuu — must master their own hearts in order to fight against evil and save the alternate world Cephiro! This 12-disc DVD set collects episodes 1-56 of *Magic Knight Rayearth*. Scheduled to ship in December 2006.
DVD (x12)
(MDB AWD-0665).....$59.95

YU YU HAKUSHO BOX SET 3 DVD UNCUT
From Funimation Productions, Inc.! This DVD set collects episodes 29-42 of *Yu Yu Hakusho*. Scheduled to ship in December 2006. **NOTE:** Not available in Canada.
BOX SET 3—DVD
(FUN FN-06006).....$34.98
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ADULT ANIME

A TIME TO SCREW DVD
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(DIA 325566).....$14.95
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(DIA 325571).....$14.95

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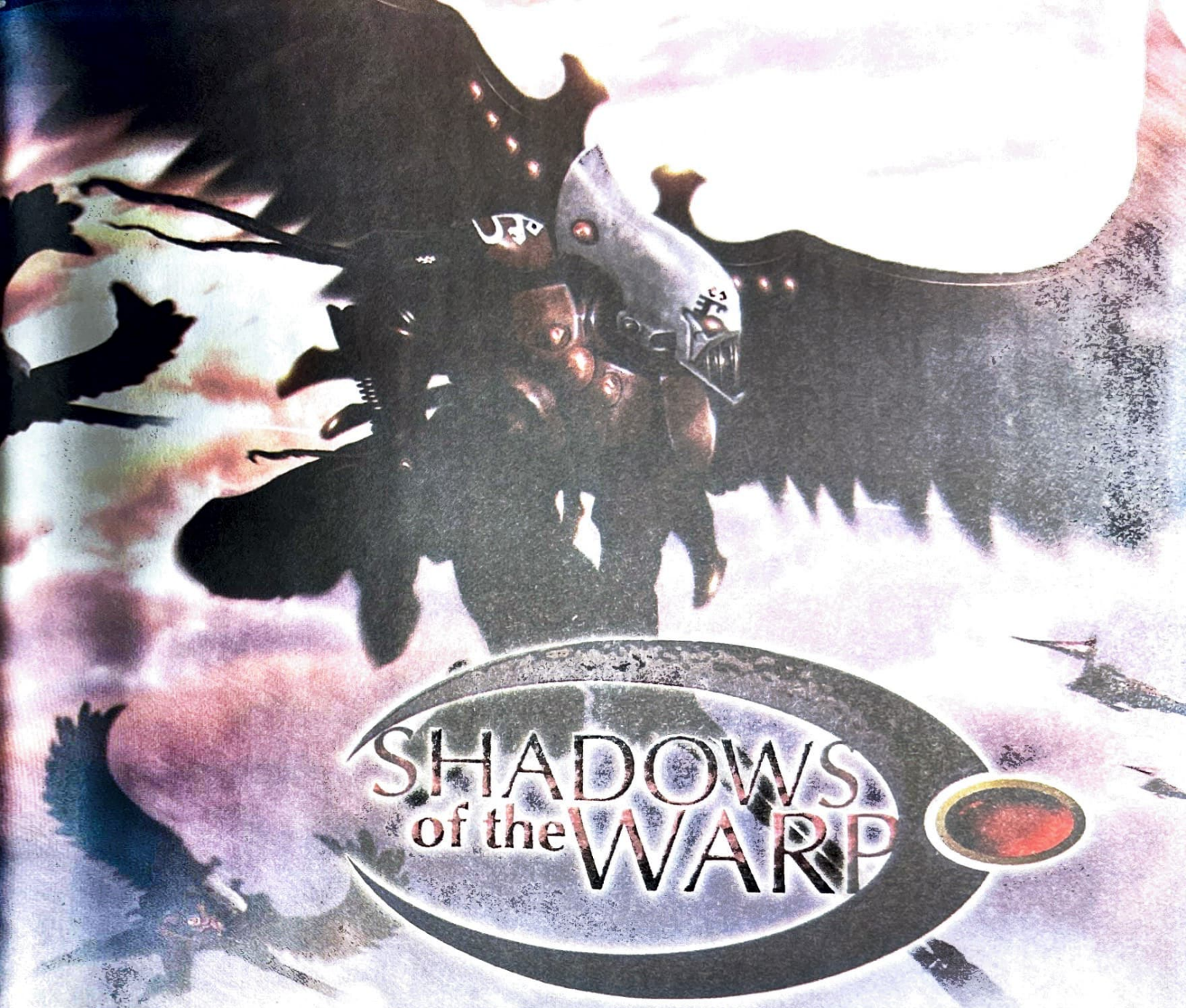

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DARK MILLENNIUM the WARHAMMER 40,000 Collectible Card Game

PREVIEW

By Mike Ball

WARHAMMER 40,000 ROLE PLAY

Last month, we gave you an overview of the upcoming *Warhammer 40,000 Roleplay Game* (*40KRP*). We told you that the system will break down into three inter-related games released 18 months apart, starting with *Dark Heresy* in March 2007.

This month, we'll be taking you on a sneak peak tour of the first four products in the range.

The first season's releases of *Dark Heresy* products consists of this first systems core rulebook, a *Character Record Folio*, *Game Master's Kit* and a campaign adventure called *Purge the Unclean*. Let's take a look at each of those products in turn and give you the inside line on what you can expect...

WARHAMER 40,000 ROLEPLAY: DARK HERESY

One of the most long-awaited games in the history of roleplaying is finally unleashed in March 2007 when *Warhammer 40,000: Dark Heresy* hits the streets!

Combining the grim darkness of the far-future with award-winning games design, *Dark Heresy* sees players take the role of an Inquisitor's retinue as they fight against the corrupt agents of Chaos.

This will be the first in a trilogy of *40KRP* games and the first, being a game of investigation, is the ideal introduction to the dark and gothic 41st Millennium. Within this lavish full color book, players will find all the information they will ever need to play as agents of the Imperial Inquisition. It's also packed with evocative background, detailed rules and an adventure to get them started. Search out the traitor, the heretic, the mutant, and remember – innocence proves nothing. *Warhamer 40,000 Roleplay: Dark Heresy* (SAB BL501) is a hardcover with 320 color pages.

DARK HERESY GAME MASTER'S KIT

This product is a quality addition to any Game Master's arsenal, offering both a handy, attractive and durable reference screen as well as a comprehensive guide to running *Dark Heresy* games.

The screen consists of four folding panels with a spine between the two central panels so that it can be folded in upon itself and will thus fit on the player's bookshelf next to all their other *Dark Heresy* books. The player-facing side has four pieces of quality color artwork on each of the outer panels. This artwork evokes the grim *Warhammer 40,000* universe with a inquisitor feel. The interior contains clear and concise tables that GMs will need to reference throughout their games.

With the screen you will also receive a 32 page booklet that is designed to help the GM run *Dark Heresy* games. *Warhamer 40,000 Roleplay: Dark Heresy Game Master's Kit* (SAB BL502) is a color card screen and includes a 32 page black & white booklet.

Breaking down into 12 chapters, the 320 page full color rulebook contains all of the rules that players and Game Masters will need to begin playing in the grim darkness of the far-future.

CHAPTER I: INTRODUCTION
The book kicks off with a general introduction to the *Warhammer 40,000* universe and roleplaying along with examples of play

CHAPTER II: THE IMPERIUM OF MAN
This chapter really sets the scene for the game and illustrates how mankind is under threat from savage aliens, mutants, psykers and the followers of the dark powers.

CHAPTER III: THE INQUISITION
Since characters in the game are agents of the Inquisition, this chapter breaks down the role and background of the Inquisition – the shadowy organisation with limitless power tasked with protecting mankind

CHAPTER IV: CHARACTER CREATION
With the basic background established, we now delve into character creation. This chapter explains how players can create their own unique characters and you'll also find pre-generated characters

CHAPTER V: CAREER PATHS
40KRP uses a variant of the *Warhammer Fantasy Roleplay* (*WFRP*) career system, but since the society of the Imperium is more rigid than that of the Empire in *WFRP*, we're going to be using "career paths", which are groups of 3-4 themed careers. Within a path it's easy to switch careers, but switching career paths will be harder (but possible).

CHAPTER VI: SKILLS AND TALENTS
Crammed with details all of the skills and talents that characters will use in their fight against Chaos.

CHAPTER VII: EQUIPMENT AND VEHICLES
The Inquisitor's arsenal of weapons, armor, bionics, vehicles and general equipment are explored in this chapter

CHAPTER VIII: COMBAT
This chapter will cover the deadly art of combat – sooner or later, players will need to fight their way out of a tight spot.

CHAPTER IX: PSYCHIC POWERS
Chapter IX explains how psychic powers work and includes detailed powers for Chaos cultists and heretics.

CHAPTER X: THE GAME MASTER
This section explains the role of the GM, gives advice on techniques and discusses the various sorts of adventures you can have in *Dark Heresy*.

CHAPTER XI: THE CALIXIS SECTOR
The Calixis Sector is our core setting for *Dark Heresy*. This chapter will provide an overview of the sector, giving GMs plenty of material to start their campaigns. We've provided details on various systems and planets, with many adventure seeds and plot suggestions. A two-page spread Sector Map is also included.

CHAPTER XII: ALIENS, HERETICS, AND WITCHES
This is our adversary's chapter. We've provided background and game stats for cultists, heretics, rogue psykers, and assorted aliens.

CHAPTER XII: INTRO ADVENTURE
This kicks off the plot that will continue in our first big adventure book, *Purge the Unclean*.

CHARACTER RECORD FOLIO

This color folio is a beautifully detailed 24 page character sheet and campaign journal that allows the player to record all aspects of their character, their adventures, equipment, companions and even their death! *Warhamer 40,000 Roleplay: Dark Heresy Character Record Folio* (SAB BL503) is a booklet with 24 color pages.

PURGE THE UNCLEAN

Purge the Unclean is an amazing anthology of adventures for *Dark Heresy* with an overarching theme. They showcase the key themes of *Dark Heresy* – producing adventures that are iconic of, and unique to, the *Warhammer 40,000* universe.

Each adventure is geared towards introducing a starter GM and group to various styles of gaming – each adventure follows a different 'style' of gaming, with notes explaining this to the GM. The adventures also tie into the initial scenario in the *Dark Heresy* rulebook. *Warhamer 40,000 Roleplay: Purge the Unclean* (SAB BL504) is a 144 page softcover anthology.

For more information on the *Warhammer 40,000 RPG*, please visit www.blackindustries.com. For any enquiries, please contact us at enquiries@blpublishing.com

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Mike Ball is BL Publishing's Marketing Manager. He successfully launched the award-winning Warhammer Fantasy Roleplay, along with numerous other product lines for Games Workshop. He lives and works in Nottingham, England.

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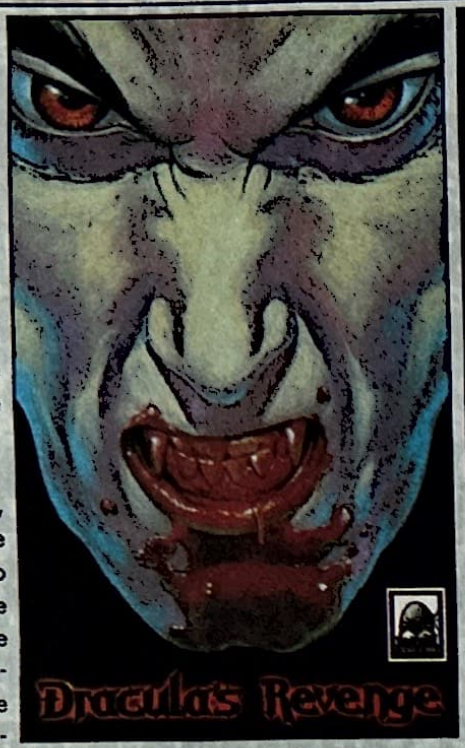
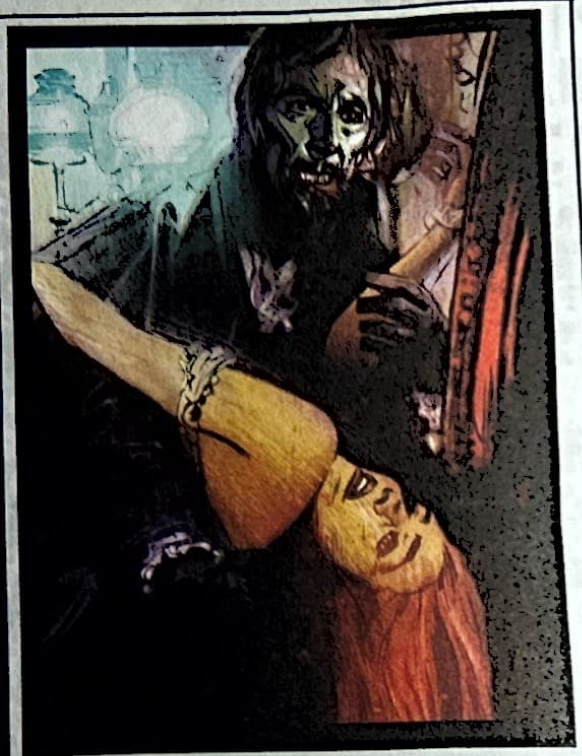
GOTHICA: DRACULA'S REVENGE

A tiled board game from Green Ronin; reviewed by *Marc Shayed*





Gothica: Dracula's Revenge is a tile board game produced by Human Head Studios and published by Green Ronin. In this game, players take on the roles of Van Helsing and his hunters fighting against Count Dracula and his minions. The game takes place 11 years after the accounting of Dracula's death in Bram Stoker's "Dracula". Healed, with new minions, Dracula has come to London to take his revenge on Professor Van Helsing, the people of Victorian London... and maybe the whole of humanity.

The game is designed for two players, each playing one side of the conflict. The board is set up according to the scenario being played out. Some scenarios are little more than "go kill the other side", while others have actual goals like rescuing captives or defiling the vampire's coffins. The game can be played with any board configuration, but if playing the suggested scenarios, then players should set the board up as the rules recommend.

As for the playing of the game, each character has a set number of actions that can be done in a single turn. There are also a randomized (7-12) number of 'reaction' points that each side gets to enhance actions or react to opponent's actions. Characters each have a set of stats for attacking, defending and special abilities. This makes for a very interesting game, since characters get to act, react, attack and defend, the game can go on for a while. There is virtually zero risk of the quick game, where one side completely overwhelms the other.

The materials for the game are top-notch. The board tiles are printed on thick chipboard, the player cards and action cards are actually printed on plastic to withstand the wear and tear of use with the plastic stands, and the dice screens are thick chipboard laminated with a black coated paper. This game will last for a long time.

The one issue I had with the game was the 31-page rulebook. At times the rules were not so clear. Especially when referring to the parts for the Reaction Points and Action Cards. These aspects of the rules are a little confusing (more so for the Action Cards part) and players may need to read them a few times to understand them. Do not fret, they can be understood, and they are a fairly important part of the game. So stick with it.

SO... WHAT DOES MARC REALLY THINK?

So very cool!

The game is fun. We played a few 2-player games, and then played a few games with four players (each controlling a few different characters. It was fun).

The nearly $30 price tag at first may seem a bit high, but considering that the materials are high quality and that the game has a really high replayability factor... the game is a good value.

I am pleased to give Gothica: Dracula's Revenge a very high recommendation.

Above all I suggest you judge for yourselves. Check out Green Ronin and their new tile board game ***Gothica: Dracula's Revenge*** at their website http://www.GreenRonin.com ...and of course at all of your local game stores!

GOTHICA: DRACULA'S REVENGE

Published by: Green Ronin
Produced by: Human Head Studios
Type of Game: Tile board game
Cover Art by: Brian Snoddy
Additional Art by: Matt Forbeck, Tommy Lee Edwards, and Keith Nelson
Game Components Included: 9 d6, 20 game board tiles, 36 Action cards, 48 plastic stands, 12 mist counters, 2 reference cards, 12 door tokens, 2 dice screens, 36 character cards, 1 31-page rule book

Retail Price: $ 29.95 (US)
Number of Players: 2
Play Time: 1-2 hours
Item Number: GRR3002
Websites: www.GreenRonin.com & www.HumanHeadGames.com
Review Score: 9 out of 10 points (4.5 stars)

Reviewed by: Marc Shayed, Review Editor http://www.GamingReport.com

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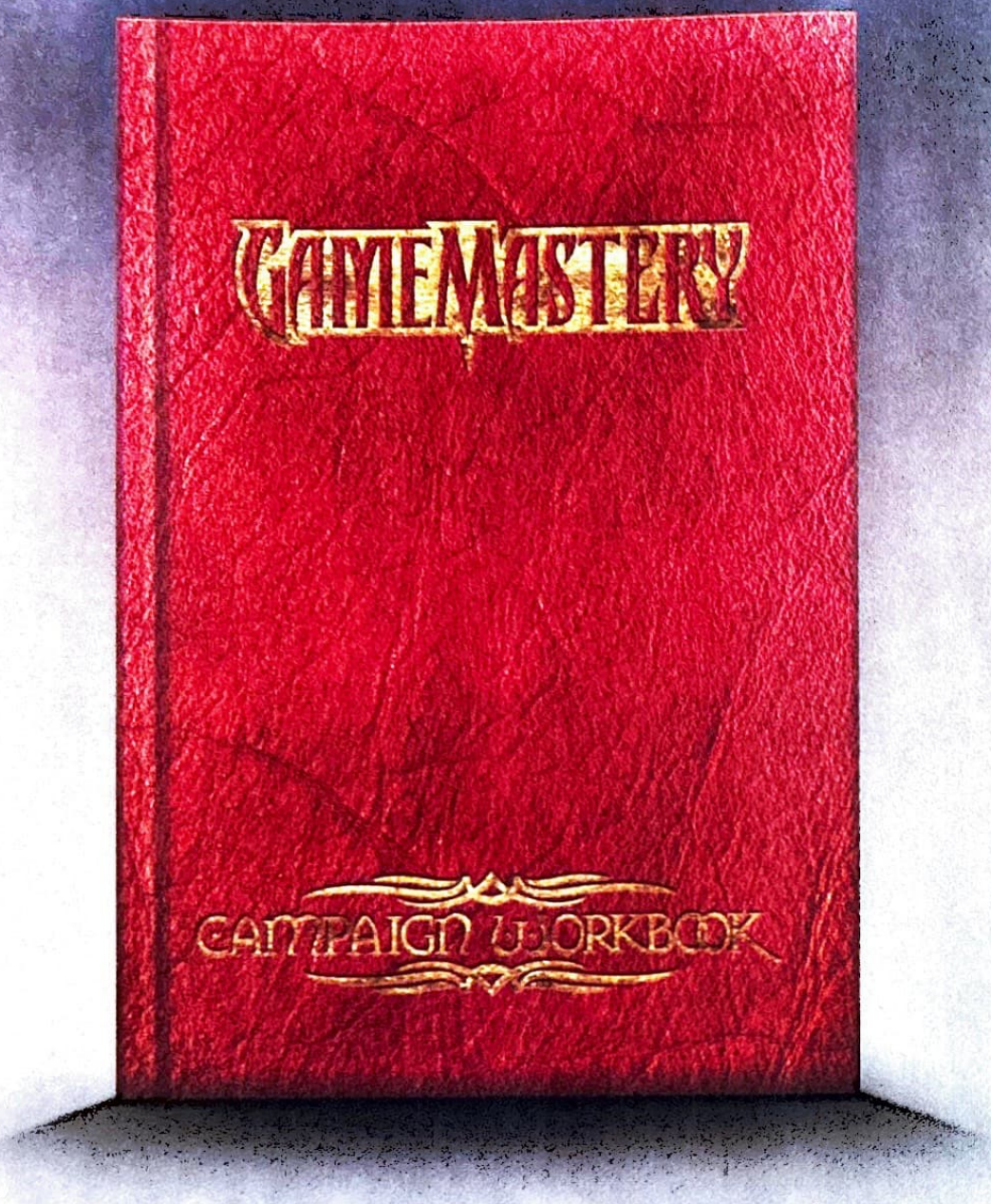

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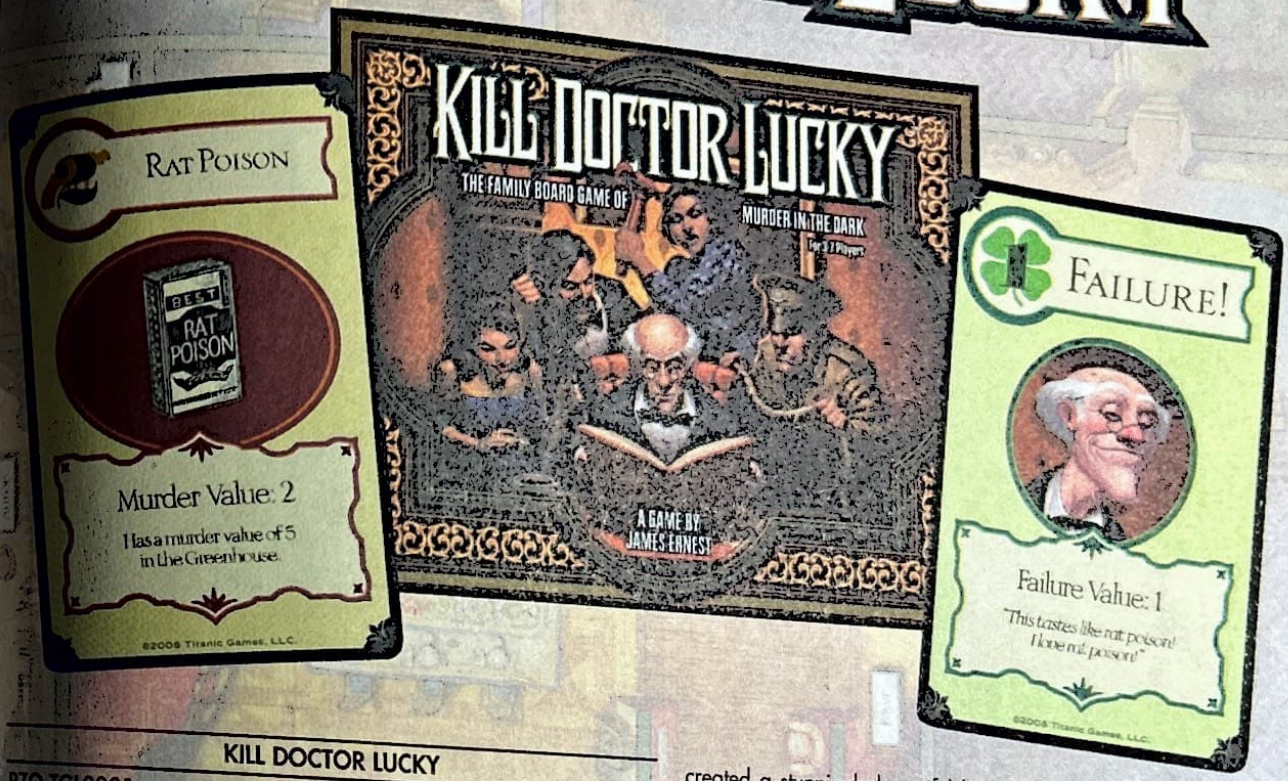
KILL DOCTOR LUCKY

PREVIEW
By Joshua J. Frost


RAT POISON
BEST RAT POISON
Murder Value: 2
1 has a murder value of 5 in the Greenhouse.
©2006 Titanic Games, LLC
KILL DOCTOR LUCKY
THE FAMILY BOARD GAME OF
MURDER IN THE DARK
A GAME BY JAMES ERNEST
FAILURE!
Failure Value: 1
"This tastes like rat poison! I hope it's poison!"
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KILL DOCTOR LUCKY

PZO TGL0001 .....$34.95 | Available October 2006!

This month Titanic Games, LLC presents yet another opportunity to kill the famous and aptly named Doctor Lucky. The original game, released by Cheapass Games in 1996 and created by award-winning game designer James Ernest, has sold more than 40,000 copies and won an Origins Award for the *Best Abstract Board Game* of 1997.

The premise of *Kill Doctor Lucky* is simple: it's a stormy midsummer's evening at the J. Robert Lucky Mansion, ten seconds after midnight, and someone has just shut off the lights. You've hated Doctor Lucky for as long as you can remember, and you've secretly been awaiting this perfect chance to take the old man out. Maybe he destroyed your dry-cleaning business; maybe you think he's the king of the vampires. Perhaps he's the only person standing between you and the family fortune. Or maybe his cat just keeps peeing in your shrubs. Whatever your reason, it's good enough to push you over the edge. And now you absolutely can't wait to the put the lying old bastard away. And, though you don't know it, everyone else in the house wants to kill him too.

The Titanic version of *Kill Doctor Lucky* updates the classic Cheapass game to an all-new, high-quality, full-color edition in the style of the finest European board games. Artist Vincent Dutrait has created a stunningly beautiful board of the Doctor's odd Victorian mansion and outside gardens. Full-color cards, wood pawns, a full-color rulebook, and 30 spite tokens round out the contents of the box.

Spite tokens are a new addition to this version of *Kill Doctor Lucky*: when making an attempt on the doctor's life you're awarded one for the effort. Having tokens automatically increases your chance of success with your subsequent attempts. You don't need to spend them to get this increase, either. This encourages the game to move faster with more attempts on the old doctor's life netting you more tokens.

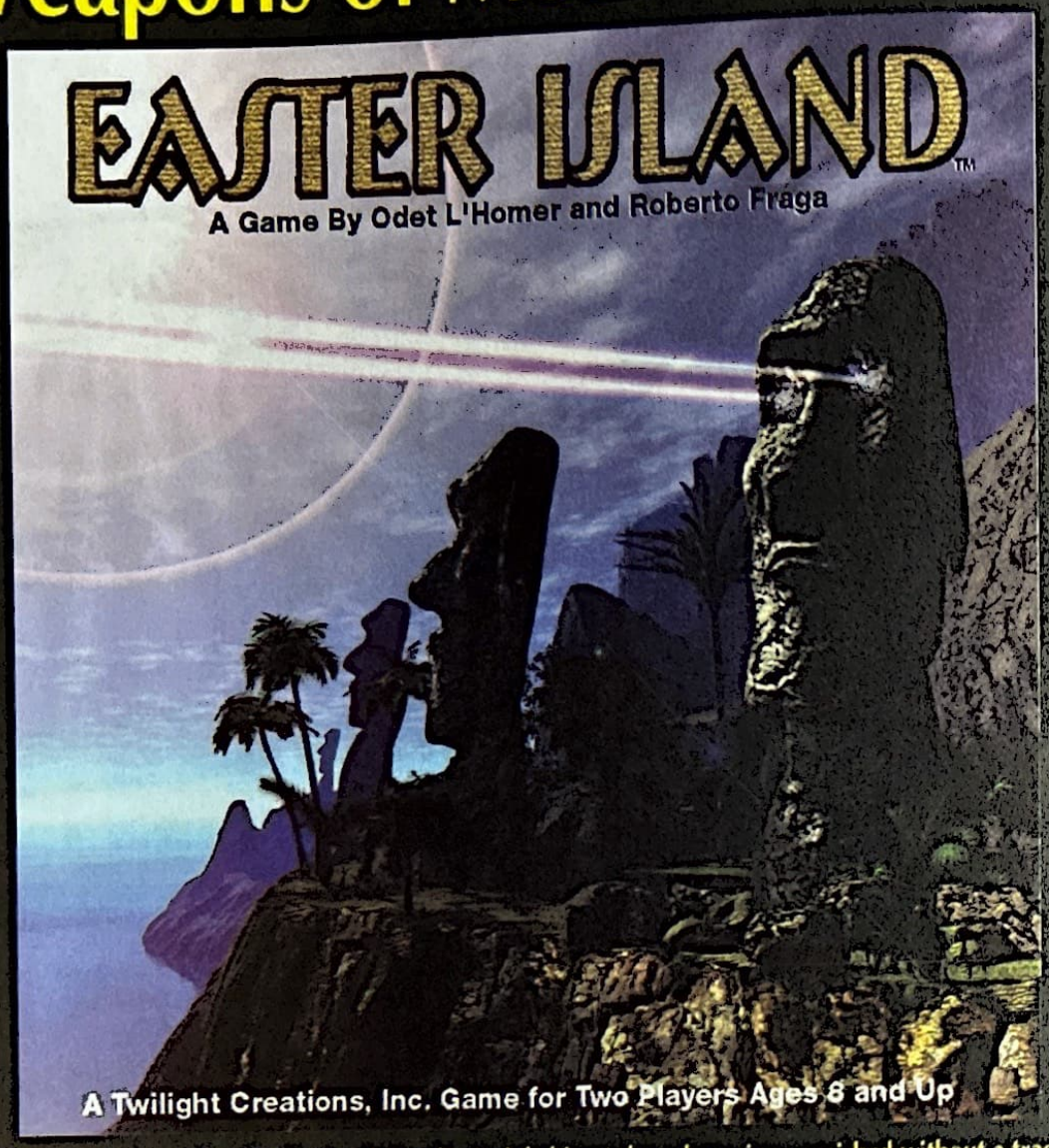
Alternately, you can use the new tokens when you're trying to foil someone else's chance. Spending a token to decrease another player's chance of success requires you to actually give your token to them. This results in spite tokens being passed frequently around the table, giving birth to a new strategy of trying to accumulate enough spite tokens to make your next murder attempt a success.

So take a deep breath. Remember why you're here. And then start sneaking around in the dark. If you run across a weapon, grab it. If you bump into Doctor Lucky, give him what for. Somebody's going to kill Doctor Lucky tonight, and it might as well be you.

***

Joshua J. Frost has played games since before time was time. He is the Marketing Director for Titanic Games, LLC and the Advertising & Marketing Director for Paizo Publishing, LLC and paizo.com.

WMDs*
(*Weapons of Moai Destruction)



Easter Island is a mysterious island in the South Pacific. Its inhabitants have long since vanished without a trace except for the giant Moai. These giant statues are so large and heavy that modern man has had a difficult time recreating them without modern tools. Tools the original inhabitants most certainly couldn't possess.

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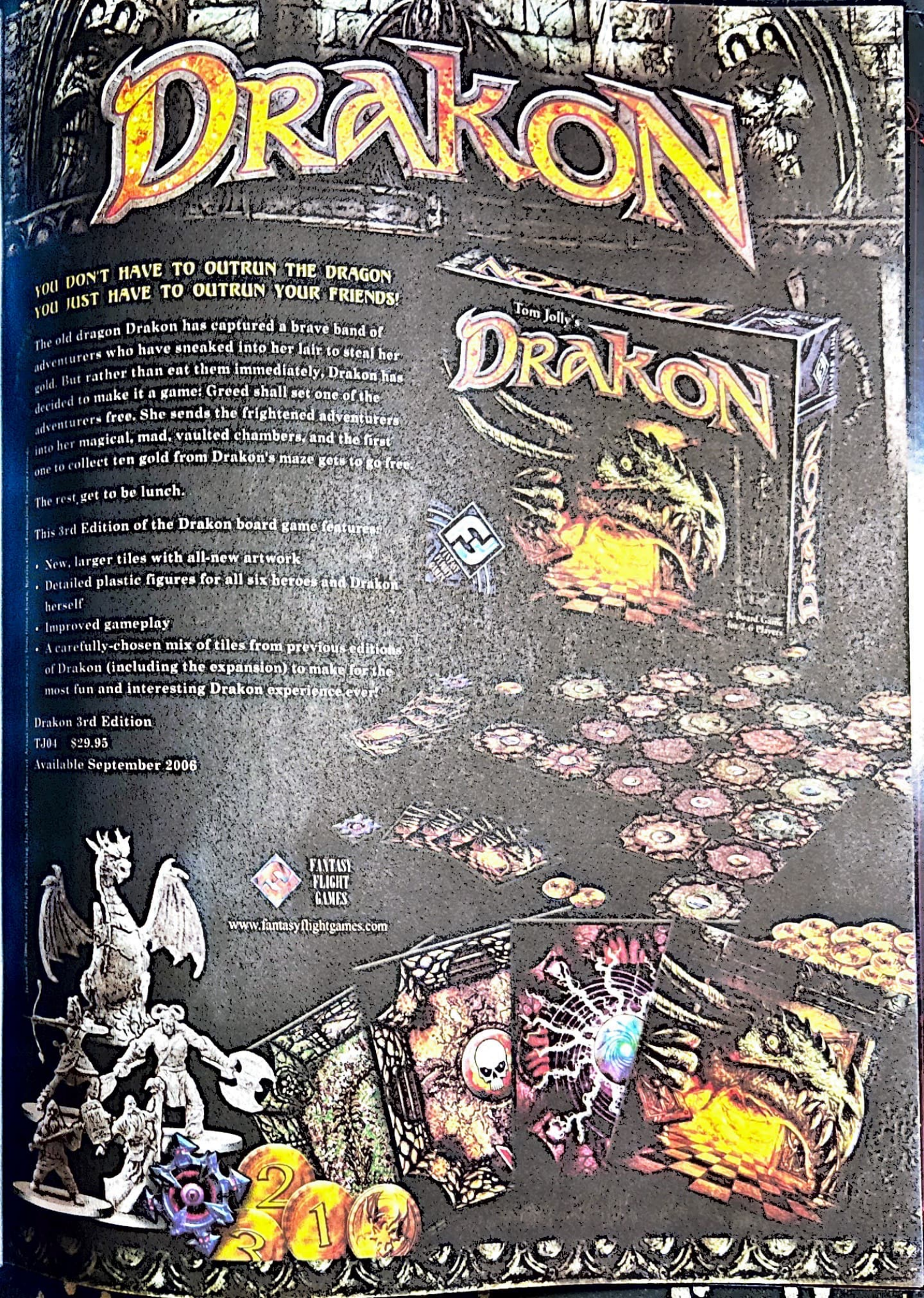

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PREVIEW

By Mike Ball

SEASON'S BEATINGS

UFS: SOUL CALIBUR BATTLE PACK

SAB 6110-S.....$19.99 | Available November 2006!

This November sees the first Battle Pack release from Sabertooth Games for the *Universal Fighting System*. Consisting of two of the most popular characters from the *Soulcalibur* franchise, Siegfried and Sophitia, this will be packaged as a 2-player starter and will retail for twenty dollars.

36 brand new cards and 8 reprints from the first two sets combine to create two sixty card decks. Also included is a brand new rulesheet, designed to make the game easier to learn.

Both characters bring their own unique styles to the table. Here are the highlights.

SOPHITIA

Sophitia brings her own style of defense to the game. One of her character cards in the battle pack place a new type of token on her card, aptly named defense tokens. Removing them from the card force both players to discard cards and momentum. Her other card slows down the momentum gain of many characters.

Sophitia's attacks support her discard abilities nicely, at the cost of lower damage to your opponent. A string of **Angel Punishers**, a 1 difficulty 2 damage attack that grants discard abilities to your future attacks, will force your opponent to be very choosy on what he or she blocks for the rest of the turn.

One action of Sophitia's that is guaranteed to light the eyes of players is **Shield Bash**. A 1 difficulty, 4 control card that its ability deals 1 damage directly to your opponent and forces them to discard 1 random card. If that wasn't enough, its also a plus 1 mid block.

Rounding out Sophitia's strategy are her foundations. **Baker's Daughter**, with its ability to strip both players hands over time and then fill up afterward is incredible, however it can backfire if you're not careful. **Close Fighter** will also be important to slowing down your opponent, but its high difficulty will make you be very smart as to when you play it.

SIEGFRIED

Siegfried, on the other hand, is about beating you in the face at every opportunity while keeping his life as high as possible at the same time. Both of his character cards have life gain abilities that key off of having taken damage from his opponent's attacks.

Siegfried's foundations are what really provide his fuel. **Armored Defense** and **Heavy Metal** both remove cards from your deck from the game, while increasing his life total or dealing damage to his opponent. And **Memory Regained** allows you to get all cards of one type that have been removed from the game back to your hand.

Chief Hold, one of Siegfried's action cards, is guaranteed to get some action in the open environment. **Chief Hold**, with its difficulty and control of 4, regains all vitality that you lost from an attack or card effect of your opponent's.

All this leads up to his attacks. Blaze Storm, Slash Impact, and Armor Breaker are all 3 difficulty, 2 speed reversal attacks softening your opponent up for the **Spinning Phantom Combo**, which puts attacks back in your hand in case your opponent isn't dead yet.

All in all, this battle pack creates an excellent venue to introduce two of the most popular fighting game characters, as well as a solid entry point for two new players to learn the game together. Last, but not least, it provides some excellent support cards for characters such as Dhalsim, Zasalamel, Setsuka, and Guile. It makes a great Christmas present for the *UFS* player in your family.

Season's Beatings!

***

Mike Ball is BL Publishing's Marketing Manager. He successfully launched the award-winning Warhammer Fantasy Roleplay, along with numerous other product lines for Games Workshop.

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